

Tween Easy

Tween Easy is a simple animation tool for Unity. It's based on DOTween and gives you seven common animation types that you can set up right in the Inspector - no code needed. Perfect for when you want to create animations without writing code, and designers can use it without needing a programmer.

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Overview

What is TweenEasy?

Basically, **TweenEasy** wraps DOTween into something you can actually use without writing code. Here's what it does:

1. **No-Code Setup:** Everything happens in the Inspector - just click and configure
2. **Preview in Editor:** Test your animations without hitting Play Mode (saves a lot of time)
3. **Seven Animation Types:** Position, Rotation, Scale, Color, Shader, Light, and **Component Property tweens** - covers most of what you'll need
 - **Component Property tweens** are incredibly powerful - you can tween almost any property value on any component! This makes it extremely versatile for animating custom properties, UI values, audio settings, and even your own script component values - the possibilities are endless!
4. **Timeline Editor:** There's a visual timeline if you want to see how everything lines up. You can stack unlimited tweens and use the timeline to visually adjust delay time and duration for each animation

5. **Full Control:** All the usual stuff - timing, easing, loops, delays, you name it

Why Use It?

- **Designers Can Use It:** Seriously, no coding needed. Just drag, drop, and configure
- **Fast Iteration:** Preview in the Editor means you don't waste time entering Play Mode constantly
- **Unlimited Tweens:** You can stack unlimited tweens on one object, and use the timeline feature to visually adjust delay time and duration for each animation
- **It's Fast:** Uses DOTween directly, so there's no performance overhead
- **Plays Nice with PathEasy:** If you're using PathEasy, they work together without issues

Quick Start

Installation

1. Import the TweenEasy package into your project
2. Make sure you have DOTween installed (it won't work without it)

Basic Setup

1. Add the TweenEasy component to whatever GameObject you want to animate
2. Hit the "+" button to add an animation
3. Set up your animation in the Inspector (duration, target values, easing, etc.)
4. Click **Play Preview** to see it in action without entering Play Mode

System Requirements

- Unity 2020.3 or newer
- DOTween (the free version works fine, Pro too if you have it)
- TextMeshPro (only needed if you're animating UI text)

Documentation

For more details, check out:

- [Animation System Guide](#) - Everything about the animation system, all seven types, API stuff, and examples
- [Animation Timeline Guide](#) - How to use the timeline editor for managing timing

FAQ

General Questions

Q: Do I need to write any code?

A: Nope! Everything can be done in the Inspector. If you want to control things from code though, there are examples in the docs for that.

Q: Can I use TweenEasy with DOTween Free?

A: Absolutely! Works with both the free and Pro versions of DOTween.

Q: Does it work in Edit Mode?

A: Yep! That's the whole point of the Preview feature - test your animations without going into Play Mode.

Animation System Questions

Q: What animation types can TextMeshProUGUI text use?

A: TextMeshProUGUI can use most of them:

Works with:

- **Position Tween** - Move it around
- **Rotation Tween** - Spin it
- **Scale Tween** - Make it bigger/smaller (good for pop-up effects)

- **Color Tween** - Change color and alpha (probably the most useful one)
- **Component Property Tween** - Animate any property on the component - this is incredibly powerful and can tween almost any property value on any component!

Doesn't work:

- **Shader Tween** - Can't do this because TextMeshPro uses shared materials
- **Light Tween** - Doesn't make sense for UI text

Q: Can Position Tween be used for Canvas UI elements?

A: Yes! Works perfectly with Canvas UI (RectTransform).

Q: Does Position Tween use Local Space or World Space?

A: It picks automatically based on what you're animating:

Local Space (most of the time):

- UI elements (RectTransform)
- Regular GameObjects (no Rigidbody)
- Uses `transform.localPosition`

World Space (physics stuff):

- Objects with Rigidbody
- Objects with Rigidbody2D
- Uses `rigidbody.position`

Q: Do multiple Tweens execute simultaneously or sequentially?

A: By default, they all run at the same time (parallel).

If all your delays are set to 0:

- All Position Tweens start together

- All Rotation Tweens start together
- Different types also start together

To make them sequential:

Use the Timeline to drag blocks around and set delays visually, or just set the `delay` parameter manually in the Inspector. The timeline feature allows you to visually adjust both delay time and duration for each tween block, making it easy to create complex animation sequences. Check the [Animation Timeline Guide](#) for more on that.

Q: Can I have multiple TweenEasy components on one object?

A: No, you cannot have multiple TweenEasy components on the same GameObject. However, this is actually a good thing - you only need one TweenEasy component per object! Each animation type (Position, Rotation, etc.) lets you add unlimited tweens. You can stack as many as you need, and use the timeline feature to visually adjust delay time and duration for each animation block.

Q: Does calling Play() automatically play child objects' TweenEasy components?

A: No, it doesn't. If you want to play everything including children, use `PlayWithChildren()` instead.

Q: How do I make an animation repeat forever?

A: Set `loops` to `-1`. That makes it loop forever.

Q: Can I control animation from script?

A: Sure! Just get the TweenEasy component and call `Play()`, `Stop()`, or `Resume()`. The API docs have all the details.

Q: What makes Component Property Tween so special?

A: Component Property Tween is one of the most powerful features in TweenEasy! It can tween almost any property value on any component in Unity. This means you can animate:

- Custom component properties
- UI element values (sliders, scrollbars, etc.)
- Audio source properties (volume, pitch, etc.)
- Camera properties (field of view, etc.)
- Material properties (even on non-shared materials)
- Any numeric property on any MonoBehaviour or Component
- **Even your own script component values** - if you wrote a custom script with public properties, you can animate them!

This flexibility makes Component Property Tween incredibly versatile - if you can access a property in code, you can probably animate it with Component Property Tween!

Cross-System Integration

Q: Can TweenEasy work with PathEasy?

A: Yes! If you enable `includeChildTweens` in Editor Preview mode, TweenEasy will also play any PathEasyPlay components on child objects. They're meant to work together.

Support

If you run into issues or have suggestions, check out the support website.