

AS3 Tween Machine 1.0

PYE Web Design & Development

<http://www.PyeLive.com>

*The AS3 Tween Machine is free for use and download. The Tween Machine is available for download in the download section of www.PyeLive.com. Please send any feedback to email@PyeLive.com

This Program is for Flash AS3 programmers. The user should have a basic understanding of the as3 tween class and its methods and properties. The purpose of the Tween Machine is to simplify the process of creating an instance of the as3 tween class.

Fill in the fields and press the get code button. The basic code will be displayed.

Below is a list of the program fields and the corresponding tween class constructor parameter.

Tween()Constructor

```
public function Tween(obj:Object, prop:String, func:Function, begin:Number,  
finish:Number, duration:Number, useSeconds:Boolean = false)
```

Tween Name	Tween instance name - will also be used dynamically to build the complete function name
Object	Instance name of object to tween
Property	property of object
Effect	function
Begin	begin
Finish	finish
Duration	duration

ADOBE Documentation:

Adobe AS3 tween class:

http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/fl/transitions/Tween.html?filter_flash=cs5&filter_flashplayer=10.2&filter_air=2.6

Adobe AS3 TransitionManager:

http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/fl/transitions/TransitionManager.html

Adobe AS3 easing:

http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/fl/transitions/easing/package-detail.html