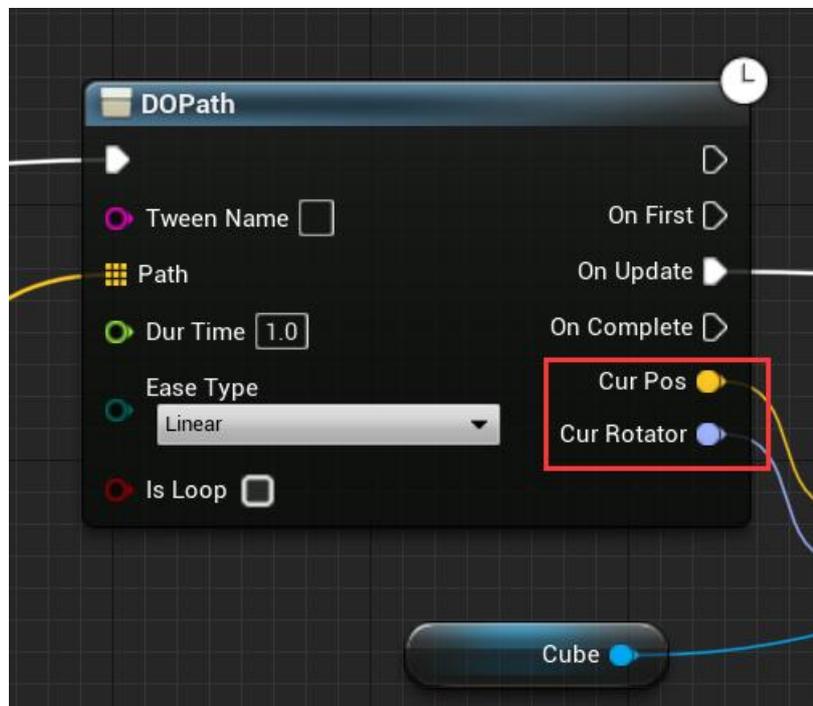# User manual

Version:3.0

Fix bug ： Fixed a bug where DOPath could not calculate points correctly

Feature:Add DORotator

Feature:DoPath add return value curRotator

Changed:Change all class names from Tween to DBTween.To avoid compiler errors caused by conflicts with other plug-in parameter class names

Version:2.1

1.fix bug:Check if reference objects such as actors and widgets are destroyed while the animation is playing, and stop the animation if it is destroyed. Avoid late release or GC collection bugs.
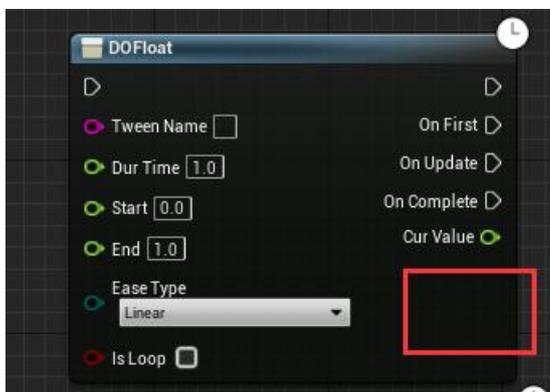
Version:2.0

1.Add Feature:Set the name to Tween to be used for pause, stop, etc:
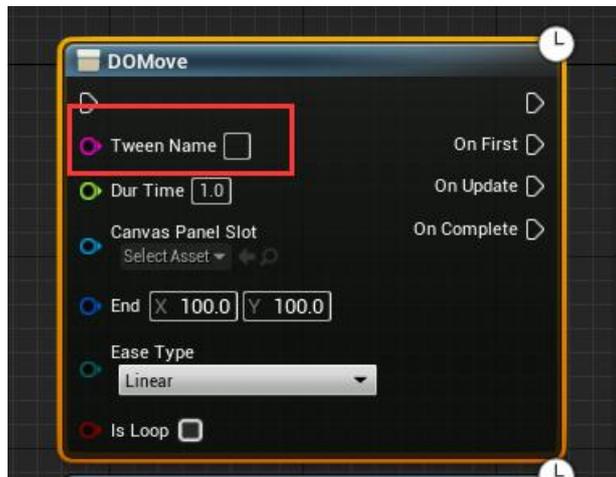
2.   Add Feature:Play animations through curves

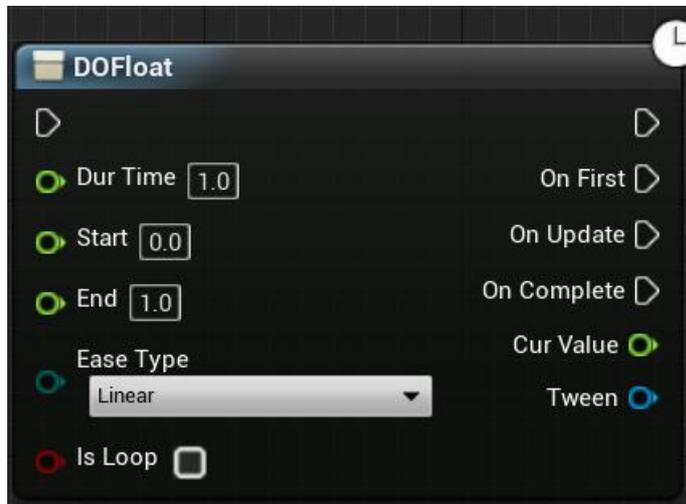3.   Fix Bug：The return value parameter Tween is removed to prevent access exceptions from being released

Version:1.0

Tween Animation Function

DOFloat,

DOVector2D，DOVector3D，DOVector4D,DOColor,DOFade,DOMove,DORotation,DOScale,DOSize...

They are all similar functions, and a screenshot of the blueprint is shown below

DurTime:The length of time the animation is executed

Start:initial value

End:End value or target value

EaseType:Type of tween animation curve

IsLoop: true it keeps going in a loop,false will run once

OnFirst:Callback for first frame change

OnUpdate:Callback for each frame change
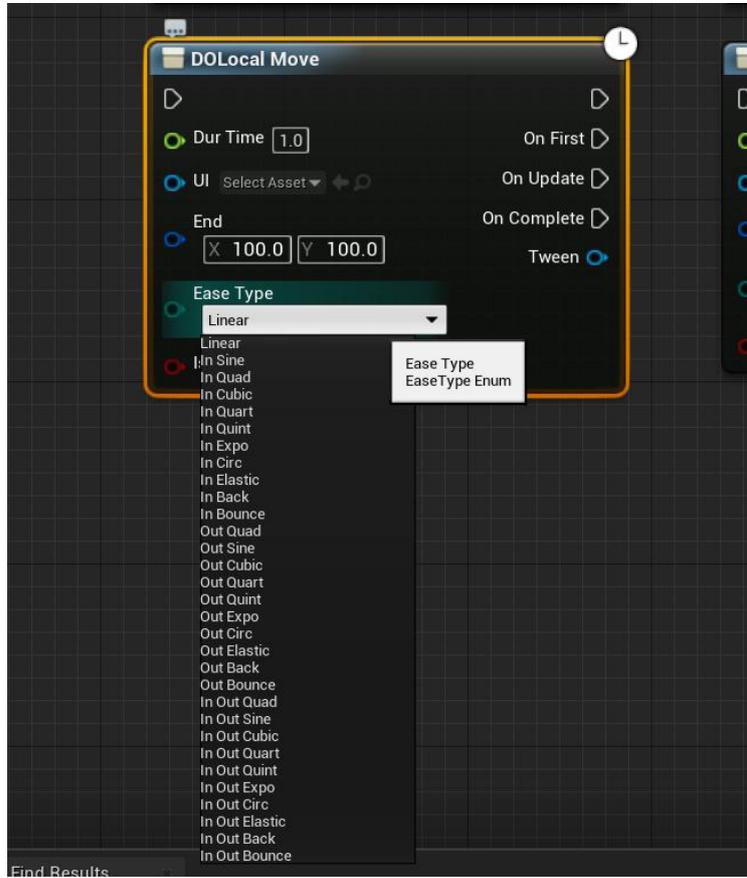
OnComplete:Callback when end

Tween:Tween animation object

DoPath

Path:Continuous waypoints

EasyType

In blueprint:

In C++ Code:

Animation effect：