

## TweenLite

```
// Create a variable
var $box = $('#box');
```

```
// Create a tween
var tween = TweenLite.to($box, 2, {
  x: 100,
  ease: Power1.easeInOut,
  delay: 2,
  onComplete: myFunction,
  onCompleteParams: [element, 'param2']
});
```

```
// Default easing functions
ease: Power0.easeNone //no easing = Linear
ease: Power1, Power2, Power3, Power4, Back
      Bounce, Circ, Elastic, Expo, Sine,
      RoughEase, SlowMo, SteppedEase
      .easeIn .easeOut .easeInOut,
// http://greensock.com/ease-visualizer
```

```
paused: true/false, // Pause Tween
delay: 2, // Amount of delay in seconds
```

```
immediateRender: true/false, // Prevent
  immediate rendering when using set()
  or from()-based methods (eg. fromTo)
```

```
// Callback functions
onComplete: // When tween has completed
onStart: // When tween begins
onUpdate: // On every frame of the tween
```

```
// From Tween
TweenLite.from(
  element,
  duration,
  {fromVars}
);
```

```
// FromTo Tween
TweenLite.fromTo(
  element,
  duration,
  {fromVars},
  {toVars}
);
```

## TimelineLite

```
// Create a timeline
var tl = new TimelineLite();
```

```
// Sequence multiple tweens
tl.to($box, 1, {x:50,y:0})
  .to($box, 1, {x:50,y:50})
  .to($box, 1, {x:-50,y:50})
  .to($box, 1, {x:-50,y:0});
```

```
// Add tween 0.7 seconds into the timeline
tl.to($box, 1, {scale: 0.5}, 0.7);
```

```
// Overlap tween with previous by 0.7 sec
tl.to($box, 1, {scale: 0.5}, '-=0.7');
```

```
// Offset/delay tween by 0.7 seconds
tl.to($box, 1, {scale: 0.5}, '+=0.7');
// Set tween without animating
tl.set($box, {scale: 0.5});
```

```
// Add Label 1 second into the timeline
tl.add('scaleBox', 1);
// Add tween to label position
tl.to($box, 1, {scale: 0.5}, 'scaleBox');
```

```
// Control timeline playback
tl.play(1.5); // Play from 1.5s
tl.play(-1); // Play 1s from end
tl.pause(); // Pause timeline
tl.resume(); // Continue playback
tl.seek(1.5); // Go to 1.5s or 'label'
tl.reverse(); // Reverse playback anytime
tl.timeScale(2); // Speed up timeline
tl.progress(0.5); // Skip to halfway
```

```
// staggerFrom, staggerTo, staggerFromTo
tl.staggerFrom($dots, 1, {
  autoAlpha: 0
}, 0.1); // Stagger tween start by 0.1
```

## TimelineMax

```
// Create a timeline
var tl = new TimelineMax({options});
```

```
// TimelineMax Options
delay: 2, // Number of seconds before animation start
paused: true/false, // Default value is false
repeat: 2, // Number of repeats or -1 for infinite loop
repeatDelay: 1, // Number of seconds between repeats
yoyo: true/false, // If true > A-B-B-A, if false > A-B-A-B
smoothChildTiming: true/false, // Controls child tweens and timelines
useFrames: true/false, // Set timing based on frames (default seconds)
```

```
// Callback function
var tl = new TimelineMax({
  onStart: myFunc, // Run myFunc() when timeline starts
  onStartScope: Object, // What 'this' refers to inside of myFunc
  onStartParams: ['{self}', 'param2'] // {self} is timeline itself
});
```

```
// Available Callback functions
onStart, onStartScope, onStartParams, onComplete, onCompleteScope,
onCompleteParams, onUpdate, onUpdateScope, onUpdateParams,
onRepeat, onRepeatScope, onRepeatParams, onReverseComplete,
onReverseCompleteScope
```

## TweenMax

```
// Inc. CSSPlugin, RoundPropsPlugin, BezierPlugin, AttrPlugin, EasePack,
  DirectionalRotationPlugin, TweenLite, TimelineLite, and TimelineMax
```

```
var tween = TweenMax.to($box, 1, {
  x: '-=50', // Tween to the current x value minus 50
  y: '+=50', // Tween to the current y value plus 50
  onComplete: myFunction,
  ease: Back.easeOut
});
tl.add(tween, 2); // Add tween 2 seconds into the timeline
```

Getting Started Guide: <http://greensock.com/get-started-js>