

BaseDoTweenUI

- + Sequence
- # m ease
- # m duration
- # m_delay
- # m_isGameStopMove
- # m updateType
- # m loopCount
- # m loopType
- # m_sequence
- + StartDoTween()
- # KillSequence()
- # OnInitialize()
- # OnUpdate()
- Start()
- Update()
- OnDestroy()

DOAnchorPosUI

- + m_targetPosList
- m rectTransform
- m initializePos
- + StartDoTween()
- # OnInitialize()

DoAlphaCanvasGroup

- # m_canvasGroup
- m_initializeAlpha
- m_targetAlphaList
- + StartDoTween()
- # OnInitialize()

DoScaleUI

- m_rectTransform
- m initializeScale
- m_targetScaleList
- + StartDoTween()
- # OnInitialize()