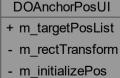
MonoBehaviour BaseDoTweenUI + Sequence # m ease # m duration # m delay # m isGameStopMove # m_updateType # m loopCount # m loopType # m_sequence + StartDoTween() # KillSequence() # OnInitialize() # OnUpdate() Start() - Update() - OnDestroy()



+ StartDoTween()

OnInitialize()