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()



DoScaleUI m rectTransform

- m_initializeScale
- m_targetScaleList
- + StartDoTween()
- # OnInitialize()