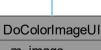
## MonoBehaviour BaseDoTweenUI + Sequence # m ease # m duration # m delay # m isGameStopMove # m\_updateType # m loopCount # m loopType # m\_sequence + StartDoTween() # KillSequence() # OnInitialize() # OnUpdate() Start() - Update() OnDestroy()



- m\_image

- m initializeColor

- m\_colorList

+ StartDoTween()

# OnInitialize()