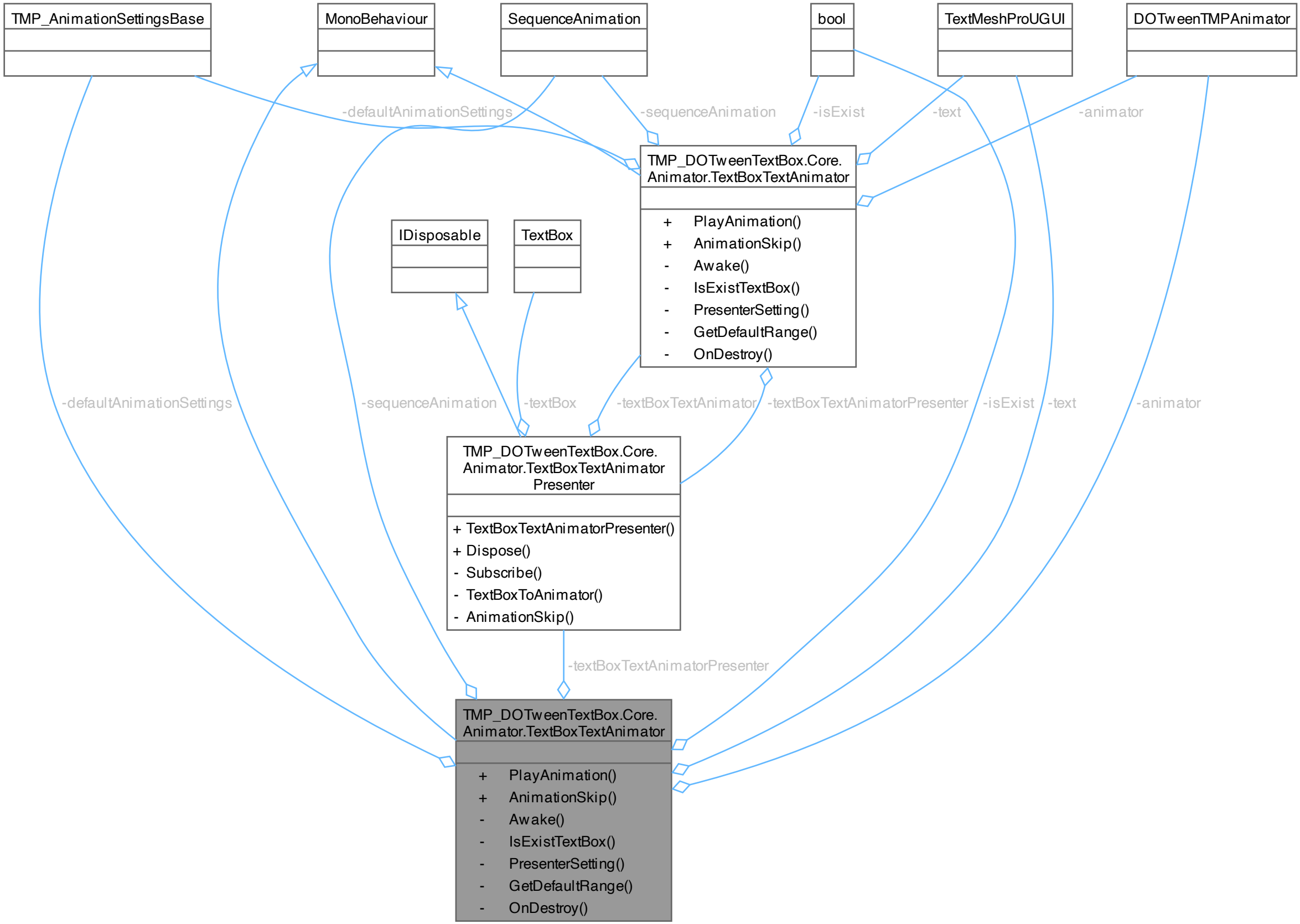
TMP_AnimationSettingsBase
MonoBehaviour
SequenceAnimation
bool
TextMeshProUGUI
DOTweenTMPAnimator
-defaultAnimationSettings
-sequenceAnimation
-isExist
-text
-animator
TMP_DOTweenTextBox.Core.
Animator.TextBoxTextAnimator
+ PlayAnimation()
+ AnimationSkip()
- Awake()
- IsExistTextBox()
- PresenterSetting()
- GetDefaultRange()
- OnDestroy()
IDisposable
TextBox
-defaultAnimationSettings
-sequenceAnimation
-textBox
-textBoxTextAnimator
-textBoxTextAnimatorPresenter
-isExist
-text
-animator
TMP_DOTweenTextBox.Core.
Animator.TextBoxTextAnimator
Presenter
+ TextBoxTextAnimatorPresenter()
+ Dispose()
- Subscribe()
- TextBoxToAnimator()
- AnimationSkip()
-textBoxTextAnimatorPresenter
TMP_DOTweenTextBox.Core.
Animator.TextBoxTextAnimator
+ PlayAnimation()
+ AnimationSkip()
- Awake()
- IsExistTextBox()
- PresenterSetting()
- GetDefaultRange()
- OnDestroy()