## MonoBehaviour

TMP\_DOTweenTextBox.Core. TextBox.TMP\_DOTweenTextBox

- + one Char Delay Sec For Complete
- + offsetDelaySec
- + textBoxEvents
   nameText
- mainText
- textBoxStringDataArray
- isStarted
- isNowAnimation
- isEnd
- now DataIndexnow Data
- finishSec
- + GetNameText()
- + GetMainText()

+ StartTextBox()

- + SetTextBoxStringDataArray()
- + Next()
- + Prev()
- + Skip()
- + Stop()
   Update()
- UpdateText()
- StringShowComplete()
- End()

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TMP_DOTweenTextBox.Demo. TextBoxTester	
-	textBox
+	StartTextBox()
+	Next()
+	Prev()
+	Stop()
+	Skip()
-	Awake()
-	Start()

- TMP\_DOTweenTextBox.Core.
  Animator.TextBoxTextAnimator
- defaultAnimationSettingssequenceAnimation
- textBoxTextAnimatorPresenter
- text
- animatorisExist
- + PlayAnimation()
- + AnimationSkip()
   Awake()
- IsExistTextBox()
- PresenterSetting()
- GetDefaultRange()

- OnDestroy()