

TMP_DOTweenTemplate.Complex. TMPC_CharUniversalCurveAnimator

- text
- isBeforeAnimationPlayOnAwake
 beforeCharColorGradientAnimation
- beforeCharMoveCurveAnimation
- beforeCharRotateCurveAnimation
- beforeCharScaleCurveAnimation
- nowCharColorGradientAnimation
- nowCharMoveCurveAnimation
- nowCharRotateCurveAnimation
- now CharScale Curve Animation and 6 more...
- + Play()
- + Dispose()
- Awake()
- AnimationInit()
- OnDestroy()