

LTDscrOptional

+ animationCurve
+ initFrameCount
+ color
+ toTrans
+ point
+ axis
+ lastVal
+ origRotation
+ path
+ spline
+ ltRect
+ onUpdateFloat
+ onUpdateFloatRatio
и 11 больше...

+ reset()
+ callOnUpdate()

UnityEngine

LeanTweenType

LTDscr

+ toggle
+ useEstimatedTime
+ useFrames
+ useManualTime
+ usesNormalDt
+ hasInitiliazed
+ hasExtraOnCompletes
+ hasPhysics
+ onCompleteOnRepeat
+ onCompleteOnStart
и 21 больше...
+ val
+ dt
+ newVect
+ from
+ to
+ easeInternal
+ initInternal
+ toTrans
+ uniqueId
+ id
+ optional
~ fromInternal
~ toInternal
~ diff
~ diffDiv2
- _id

+ EaseTypeDelegate()
+ ActionMethodDelegate()
+ ToString()
+ LTDscr()
+ cancel()
+ reset()
+ setFollow()
+ setMoveX()
+ setMoveY()
+ setMoveZ()
и 152 больше...
- initFromInternal()
- initCanvasRotateAround()
- callback()
- init()
- initSpeed()
- tweenOnCurve()
- easeInOutQuad()
- easeInQuad()
- easeOutQuad()
- easeLinear()
и 28 больше...
- alphaRecursive()
- colorRecursive()
- alphaRecursive()
- alphaRecursiveSprite()
- colorRecursiveSprite()
- colorRecursive()
- textAlphaChildrenRecursive()
- textAlphaRecursive()
- textColorRecursive()
- tweenColor()

MonoBehaviour

DentedPixel.LTExamples.Testing
UnitTests

+ cube1
+ cube2
+ cube3
+ cube4
+ cubeAlpha1
+ cubeAlpha2
- eventGameObjectWasCalled
- eventGeneralWasCalled
- lt1Id
- groupGOs
- groupTweensCnt
- rotateRepeat
- rotateRepeatAngle
- boxNoCollider
- timeElapsedNormalTimeScale
- timeElapsedIgnoreTimeScale
- pauseTweenDidFinish

- Awake()
- Start()
- cubeNamed()
- timeBasedTesting()
- lotsOfCancels()
- pauseTimeNow()
- rotateRepeatFinished()
- rotateRepeatAllFinished()
- eventGameObjectCalled()
- eventGeneralCalled()

+ _optional

+rawImage
+uiImage
+sprites
+uiText

-easeType
+loopType

-groupTweens
-lt2
-lt3
-lt4