

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

LTSeq

+ totalDelay
+ timeScale
+ counter
+ toggle
+ id
- debuglter
- _id

+ reset()
+ init()
+ append()
+ append()
+ append()
+ append()
+ append()
+ insert()
+ setScale()
+ reverse()
- addOn()
- addPreviousDelays()
- setScaleRecursive()

System

LeanTween

+ throwErrors
+ tau
+ PI_DIV2
+ dtEstimated
+ dtManual
+ dtActual
+ punch
+ shake
+ startSearch
+ EVENTS_MAX
+ LISTENERS_MAX
+ maxSearch
+ maxSimulataneousTweens
+ tweensRunning
+ tweenEmpty
- tweensFinished
- tweensFinishedIds
- tweenMaxSearch
- maxTweens
- maxSequences
- frameRendered
- _tweenEmpty
- global_counter
- i
- j
- finishedCnt
- maxTweenReached
- goListeners
- eventsMaxSearch
- INIT_LISTENERS_MAX

+ Update()
+ OnLevelWasLoaded()
+ init()
+ init()
+ init()
+ reset()
+ update()
+ removeTween()
+ removeTween()
+ add()
+ closestRot()
+ cancelAll()
и 157 больше...

- internalOnLevelWasLoaded()
- pushNewTween()

+ _optional

+rawImage
+uiImage
+sprites
+uiText

-easeType
+loopType

+tween

-tweens
+d
-tween

-sequences

+current
+previous

-eventListeners