

CartoonFX CFXR_Effect.Camera Shake

- + enabled
 - + useMainCamera
 - + cameras
 - + delay
- + duration
- + shakeSpace
- + shakeStrength

shakeCurve

- + shakesDelay
- + isShaking
 - + fetchCameras()
- + StartShake()
 - + StopShake()
 - + animate()