

MonoBehaviour



C2M2.Utils.Animation.Rotate

- + rigidbodyRotate
- + rotateX
- + XSpeed
- + randomX
- + rotateY
- + YSpeed
- + randomY
- + rotateZ
- + ZSpeed
- + randomZ
- + rb
- rotationVector
- rotationQuat

- Awake()
- Start()
- FixedUpdate()