MonoBehaviour $\Delta\Delta\Delta\Delta$ SelectUIController + UIList + CurrentSelectUI + IsSelectChangeFlg + ConstraintCount + IsPress # m_uiList # m_isLoop # m interpolationType # m_alwaysCreateType # m_currentSelectUI # m_currentWidth # m_currentHeight # m_currentConstraintCount # m_isSelectChangeFlg # m_constraintCount # m_listCount WindowController # m_isPress - m_tweener + Input - m_scaleRect + CreateWindowObject - m defaultScale - m_createWindowType - m_easeType - m_window SceneTransitionManager + OnUpdate() - m_input m_sceneName + OnLateUpdate() - m_createWindowObject SceneChange() + CreateWindow< WindowType >() + IsPressButton() SceneChange() + SetConstraintCount() + UpdateSelf() Method() + FindToSetUI() - Start() + AddUIList() - Update() - UpdateStart() + AddUI() + SetHeadUIGameObject() - UpdateInput() + SetUIActionWindowGameObject() - DestroyWindow() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - OnDestroy() - DoScale() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() 3 0 3 0 4 B 6 F 6 ... -m_provideFoodWindowController -m_selectUIController -m sceneTransitionManager

BaseWindow

m_canvasGroup

m_depthOfFieldType

m_gameStopMoveType

m_hideCanvasGroupList

+ Update< WindowType >()

m_gameStopType

m hideUIType

m_input

+ OnInitialize()

+ OnShow()

+ OnUpdate()

+ OnClose()

+ OnDestroy()

OnDOScale()

OnDOAlpha()

SetGlobalVolume()

SetDepthOfField()

SetTimeScale()

HideOtherUI()

ShowOtherUI()

Transion()

CreateWindow< T >()

SetCanvasGroupList()

m_globalVolume

m_doSpead

+ Input

SelectManagementWindow

- OnUpdate()
- SelectButton()