BaseWindow + Input

m_canvasGroup
m_doSpead
m_depthOfFieldType

m_gameStopType # m_gameStopMoveType # m_hideUIType

m_globalVolume # m_hideCanvasGroupList # m_input

m_input
+ OnInitialize()
+ OnShow()
+ OnUpdate()

+ OnClose()
+ OnDestroy()
OnDOScale()

OnDOAlpha()

SetGlobalVolume()

SetDepthOfField()

SetTimeScale()

HideOtherUI()
ShowOtherUI()
CreateWindow< T >()

Transion()SetCanvasGroupList()