MonoBehaviour InputActionButton + InputActionReference # m_inputActionReference # m_buttonImage - m_holdType - m_gaugeImage - m pressSE - m_canvasGroup - m_imPossibleAlpha + IsInputActionTrriger() # IsPress() # UpdateButtonImage() - Start() - Update() - UpdateHoldGage() - PlaySE() - SetColor() #m closeInputActionButton

BaseWindow + Input # m_canvasGroup # m doSpead # m_depthOfFieldType # m_gameStopType # m_gameStopMoveType # m_hideUIType # m globalVolume # m hideCanvasGroupList # m_input + OnInitialize() + OnShow() + OnUpdate() + OnClose() + OnDestroy() + CreateToUpdateWindow < WindowType >() # OnDOScale() # OnDOAlpha() # IsClose() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale()

HideOtherUI()
ShowOtherUI()

SetCanvasGroupList()