SelectUIController.UIData

+	UI
+	SelectUIType
+	PressSoundPath
-	m_ui
-	m_selectUIType
-	m_pressSoundPath

MonoBehaviour

#m_currentSelectUIData

SelectUIController

+ UIList
+ CurrentSelectUIData
+ CurrentSelectUI
+ IsSelectChangeFlg
+ IsPress
+ PressInputAction
+ HoldInputAction
# m_uiList
# m_isLoop
# m_interpolationType
# m_alwaysCreateType
# m_currentWidth
# m_currentHeight
# m_currentConstraintCount
# m_isSelectChangeFlg
# m_listCount
# m_isPress
- m_tweener
- m_scaleRect
- m_defaultScale
- m_pressInputAction
- m_holdInputAction
- m_selectSoundName

+ OnUpdate()
+ OnLateUpdate()
+ IsPressButton()
+ AddUI()
+ SetHeadUIGameObject()
+ SetUIActionWindowGameObject()
+ NullCheck()
+ OnUpdateActionWindow()
+ OnLateUpdateActionWindow()
# Left()
# Right()
# PlaySelectSound()
# PlayPressSound()
- OnDestroy()
- DoScale()
- Awake()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
  その他 6 個…

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()
+ Update< WindowType >()
# OnDOScale()
# OnDOAlpha()
# SetGlobalVolume()
# SetDepthOfField()
# SetTimeScale()
# HideOtherUI()
# ShowOtherUI()
# CreateWindow< T >()
- SetCanvasGroupList()

SceneTransitionManager

+	m_sceneName
+	SceneChange()
+	SceneChange()
-	Method()

-m_sceneTransitionManager

#m_selectUIController

JudgeWindow

m_yesUI
m_noUI
m_judgeFlg

+ OnUpdate()
+ OnSelfUpdate()
# UpdateJudge()
- CheckPressSelectButton()

ReturnHomeWindow

UpdateJudge()