MonoBehaviour

ActionUIBaseController

- # m_isShowPlay
- # m_isClosePlay
- + OnInitialize()
- + OnShow()
- + OnUpdate()
- + OnClose()
- + OnDestroy()

ActionUIElementController

- m doSpead
- m canvasGroup
- + OnInitialize()
- + OnShow()
- + OnClose()

ActionUIGroupController

- m initPos
- m doSpead
- m hidePosX
- + OnInitialize()
- + OnShow()
- + OnClose()