MonoBehaviour

InputActionButton

- # m inputActionReference
- # m_buttonImage
- m_holdType
- m_gaugeImage
- m_pressSE
- m_canvasGroup
- m_imPossibleAlpha
- + IsInputActionTrriger()
- # IsPress()
 - Start()
 - Update()
 - UpdateButtonImage()
 - UpdateHoldGage()
 - PlaySE()
 - SetColor()



TutorialInputActiomButton

- m_selectTutorialController
- m_tutorialButtonType
- # IsPress()