MonoBehaviour 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 >() # Transion() - SetCanvasGroupList() SelectItemNumWindow

- m selectProvideFoodNumController
- m changeItemDescription
- + SetData() + OnUpdate()