MonoBehaviour BaseWindow + Input # m canvasGroup # m_doSpead # m_depthOfFieldType # m_gameStopType # m_gameStopMoveType # m hideUIType # m closeInputActionButton # m globalVolume # m hideCanvasGroupList # m_input + OnInitialize() + OnShow() + OnUpdate() + OnClose() + OnDestroy() + CreateToUpdateWindow < WindowType >() # OnDOScale() # OnDOAlpha() # IsClose() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() SetCanvasGroupList()

ManagementStandbyWindow

+ OnUpdate()