## MonoBehaviour SelectUIController + UIList + CurrentSelectUI + IsSelectChangeFlg + ConstraintCount + IsPress # m\_uiList # m\_isLoop # m\_interpolationType # m\_alwaysCreateType # m\_currentSelectUI # m\_currentWidth # m\_currentHeight # m\_currentConstraintCount # m\_isSelectChangeFlg # m\_constraintCount # m\_listCount # m\_isPress + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut()

BaseWindow

# m\_canvasGroup

# m\_depthOfFieldType

# m\_gameStopMoveType

# m\_hideCanvasGroupList

# m\_gameStopType

# m\_hideUIType

# m\_input

+ OnInitialize()

+ OnShow()

+ OnUpdate()

+ OnClose()

+ OnDestroy()

# OnDOScale()

# OnDOAlpha()

# SetGlobalVolume()

# SetDepthOfField()

# SetTimeScale()

# HideOtherUI()

# ShowOtherUI()

# Transion()

# CreateWindow< T >()

SetCanvasGroupList()

# m\_globalVolume

# m\_doSpead

+ Input

#m\_selectUIController

## SceneTransitionManager

- m\_sceneName
- + SceneChange()
- + SceneChange()
- Method()

JudgeWindow

OnUse()SelectUI()Up()Down()

IsWidthExceed()IsWidthBelow()IsHeightExceed()IsHeightBelow()

# m\_yesUI

# m\_noUI

# m\_judgeFlg

+ OnUpdate()

+ OnSelfUpdate()

# UpdateJudge()

- CheckPressSelectButton()

-m\_sceneTransitionManager

NoTimeWindow

# UpdateJudge()