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 >()
- SetCanvasGroupList()

InputActionButton

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

-m_inputActionButton

ManagementStandbyWindow

+ OnUpdate()