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()

SelectItemNumWindow

- m_selectProvideFoodNumController
- m_changeItemDescription
- + SetData() + OnUpdate()