SelectUIController.UIData + UI SelectUIType MonoBehaviour PressSoundPath m ui m_selectUIType $m_pressSoundPath$ #m_currentSelectUIData SelectUIController + UIList + CurrentSelectUIData + CurrentSelectUI + IsSelectChangeFlg + IsPress + PressInputAction + HoldInputAction # m_uiList # m_isLoop # m_interpolationType BaseWindow # m_alwaysCreateType + Input # m_currentWidth # m_canvasGroup # m_currentHeight # m_doSpead # m_currentConstraintCount # m_depthOfFieldType # m_isSelectChangeFlg # m_listCount # m_gameStopType # m_gameStopMoveType # m_isPress # m_hideUIType - m_tweener - m_scaleRect # m_globalVolume # m_hideCanvasGroupList - m_defaultScale # m_input - m_pressInputAction + OnInitialize() - m_holdInputAction + OnShow() - m_selectSoundName + OnUpdate() + OnUpdate() + OnClose() + OnLateUpdate() + IsPressButton() + OnDestroy() + Update< WindowType >() + AddUI() # OnDOScale() + SetHeadUIGameObject() # OnDOAlpha() + SetUIActionWindowGameObject() # SetGlobalVolume() + NullCheck() # SetDepthOfField() + OnUpdateActionWindow() # SetTimeScale() + OnLateUpdateActionWindow() # HideOtherUI() # Left() # ShowOtherUI() # Right() # CreateWindow< T >() # PlaySelectSound() - SetCanvasGroupList() # PlayPressSound() - OnDestroy() - DoScale() - Awake() - CurrentUISelectCheck() - SelectActionWindowUI() OnPut() - OnUse() - SelectUI() - Up() - Down() $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} \begin{bmatrix} 6 & 4 & E \\ F & 6 \end{bmatrix} \dots$ SceneTransitionManager m_sceneName SceneChange() #m_selectUIController SceneChange() Method() JudgeWindow # m_yesUI # m_noUI # m_judgeFlg -m_sceneTransitionManager + OnUpdate() + OnSelfUpdate() # UpdateJudge() - CheckPressSelectButton() NoTimeWindow # UpdateJudge()