

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()

SetGlobalvolume()
SetDepthOfField()

SetTimeScale()

HideOtherUI()
ShowOtherUI()

ShowOtherUI() # CreateWindow< T >()

- SetCanvasGroupList()