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
- \- m_tweener
- \- m_scaleRect
- \- m_defaultScale
- \- m_easeType

- \+ OnUpdate()
- \+ OnLateUpdate()
- \+ IsPressButton()
- \+ SetConstraintCount()
- \+ FindToSetUI()
- \+ AddUIList()
- \+ AddUI()
- \+ SetHeadUIGameObject()
- \+ SetUIActionWindowGameObject()
- \+ CheckAlwaysCreate()
- \+ OnUpdateActionWindow()
- \+ OnLateUpdateActionWindow()
- \# SetCurrentSelectUI()
- \# Left()
- \# Right()
- \- OnDestroy()
- \- DoScale()
- \- Awake()
- \- OnPress()
- \- NullCheck()
- \- CurrentUISelectCheck()
- \- SelectActionWindowUI()
- \- OnPut()
- \- OnUse()
- \- SelectUI()
- 他 6 個…

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 >()
- \# Transion()
- \- SetCanvasGroupList()

SceneTransitionManager

- \+   m_sceneName
- \+   SceneChange()
- \+   SceneChange()
- \-   Method()

JudgeWindow

- \# m_yesUI
- \# m_noUI
- \# m_judgeFlg

- \+ OnUpdate()
- \+ OnSelfUpdate()
- \# UpdateJudge()
- \- CheckPressSelectButton()

#m_selectUIController

-m_sceneTransitionManager

ReturnHomeWindow

- \#   UpdateJudge()