MonoBehaviour InputActionButton # m_inputActionReference # m_buttonImage - m_holdType - m_gaugeImage - m_pressSE - m_canvasGroup - m_imPossibleAlpha + IsInputActionTrriger() # IsPress() - Start() - Update() - UpdateButtonImage() - UpdateHoldGage() - PlaySE() - SetColor() # m_gameStopMoveType # m_hideCanvasGroupList -m_backInputActionButton -m_closeInputActionButton -m_nextInputActionButton + Update< WindowType >() # CreateWindow< T >() - SetCanvasGroupList() SelectTutorialController + TutorialDataList + CurrentTutorial + IsSelectChangeFlg - m_tutorialDataList - m_currentTutorial - m_isSelectChangeFlg + OnUpdate() + OnLateUpdate() + GetCurrentTutorialData() + IsClose() + IsGoNext() + IsGoBack() + IsGoClose() - Select() - Next() - Back() -m_selectTutorialController ChangeTutorialDescription - m_image - m_text - m_pageNumText + OnInitialize() + OnUpdate() -m_selectTutorialController + IsChangeDescription() - SetDescription() - SetImage() - SetText() SetPageText() -m_changeTutorialDescription **TutorialWindow** + OnInitialize()

BaseWindow

m_canvasGroup # m_doSpead

m_hideUIType # m_globalVolume

m_input + OnInitialize()

+ OnShow()

+ OnClose() + OnDestroy()

+ OnUpdate()

OnDOScale() # OnDOAlpha() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI()

> + OnUpdate() # IsCloseTutorial()

m_depthOfFieldType # m_gameStopType

+ Input