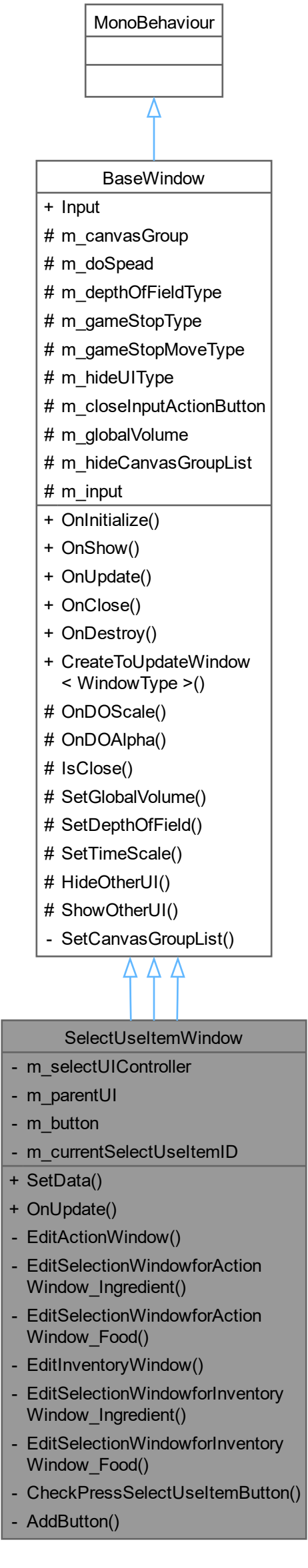
MonoBehaviour
BaseWindow
+ Input
# m_canvasGroup
# m_doSpead
# m_depthOfFieldType
# m_gameStopType
# m_gameStopMoveType
# m_hideUIType
# m_closeInputActionButton
# m_globalVolume
# m_hideCanvasGroupList
# m_input
+ OnInitialize()
+ OnShow()
+ OnUpdate()
+ OnClose()
+ OnDestroy()
+ CreateToUpdateWindow < WindowType >()
# OnDOScale()
# OnDOAlpha()
# IsClose()
# SetGlobalVolume()
# SetDepthOfField()
# SetTimeScale()
# HideOtherUI()
# ShowOtherUI()
- SetCanvasGroupList()
SelectUseItemWindow
- m_selectUIController
- m_parentUI
- m_button
- m_currentSelectUseItemID
+ SetData()
+ OnUpdate()
- EditActionWindow()
- EditSelectionWindowforActionWindow_Ingredient()
- EditSelectionWindowforActionWindow_Food()
- EditInventoryWindow()
- EditSelectionWindowforInventoryWindow_Ingredient()
- EditSelectionWindowforInventoryWindow_Food()
- CheckPressSelectUseItemButton()
- AddButton()