## MonoBehaviour

MMM

- SelectUIController.UIData
- + UI
- + SelectUIType
- + PressSoundPath
- m\_ui
- m\_selectUIType
- m\_pressSoundPath

#m\_currentSelectUIData

## SelectUIController

- + UIList
- + CurrentSelectUIData
- + CurrentSelectUI
- + IsSelectChangeFlg
- + IsPress
- + PressInputAction
- + HoldInputAction
- # m\_uiList
- # m\_isLoop

BaseWindow

# m\_canvasGroup

# m\_depthOfFieldType

# m\_gameStopMoveType

# m\_hideCanvasGroupList

+ Update< WindowType >()

# m\_gameStopType

# m\_hideUIType

# m\_input

+ OnInitialize()

+ OnShow()

+ OnUpdate()

+ OnClose()

+ OnDestroy()

# OnDOScale()

# OnDOAlpha()

# SetGlobalVolume()

# SetDepthOfField()

# SetTimeScale()

# HideOtherUI()

# ShowOtherUI()

# CreateWindow< T >()SetCanvasGroupList()

# m\_globalVolume

# m\_doSpead

+ Input

- # m\_interpolationType
- # m\_alwaysCreateType
- # m\_currentWidth
- # m\_currentHeight
- # m\_currentConstraintCount
- # m\_isSelectChangeFlg
- # m\_listCount
- # m\_isPress
- m\_tweener
- m scaleRect
- m\_defaultScale
- m\_pressInputAction
- m\_holdInputAction
- m\_selectSoundName
- + OnUpdate()
- + OnLateUpdate()
- + IsPressButton()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject()
- + NullCheck()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # Left()
- # Right()
- # PlaySelectSound()
- # PlayPressSound()
- OnDestroy()
- DoScale()
- Awake()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
  - 3 0 3 0 6 F 6 ...

#m\_selectUIController

## JudgeWindow

- # m\_yesUI
- # m\_noUI
- # m\_judgeFlg
- + OnUpdate()
- + OnSelfUpdate()
- # UpdateJudge()
- CheckPressSelectButton()