MonoBehaviour 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() # OnDOScale() # OnDOAlpha() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() # CreateWindow<T>() # Transion() SetCanvasGroupList() JudgeWindow # m_selectUIController # m_yesUI # m_noUI # m_judgeFlg + OnUpdate() + OnSelfUpdate() # UpdateJudge() CheckPressSelectButton()

- m_sceneTransitionManager # UpdateJudge()

ReturnHomeWindow