MonoBehaviour

InputActionButton

- + InputActionReference
- # m_inputActionReference
- # m_buttonImage
- m_holdType
- m_gaugeImage
- m_pressSE
- m_canvasGroup
- m imPossibleAlpha
- + IsInputActionTrriger()
- # IsPress()
- # UpdateButtonImage()
- Start()
- Update()
- UpdateHoldGage()
- PlaySE()
- SetColor()



StartManagementInputAction
Button

#

IsPress()