MonoBehaviour

InputActionButton

- + InputActionReference
- # m_inputActionReference
- # m_buttonImage
- m_holdType
- m_gaugeImage
- m_pressSEm canvasGroup
- m_imPossibleAlpha
- + IsInputActionTrriger()
- # IsPress()
- # UpdateButtonImage()
- Start()
- Update()
- UpdateHoldGage()
- PlaySE()
- SetColor()

#m_closeInputActionButton

BaseWindow

- + Input
- # m_canvasGroup
- # m_doSpead
- # m_depthOfFieldType # m_gameStopType
- # ... Ot ... Manage
- # m_gameStopMoveType
- # m_hideUIType
- # m_globalVolume
- # m_hideCanvasGroupList
- # m_input
- + OnInitialize()
- + OnShow()
- + OnUpdate()
- + OnClose() + OnDestroy()
- + CreateToUpdateWindow
 - < WindowType >()
- # OnDOScale()
- # OnDOAlpha()
- # IsClose()
- # SetGlobalVolume()
- # SetDepthOfField()
- # SetTimeScale()
- # HideOtherUI()
 # ShowOtherUI()
- SetCanvasGroupList()
 - Λ

PopUpWindow

- m_endless
- m_endTime
- m_currentTime+ OnUpdate()
- CalcTime()