MonoBehaviour _____

InputActionButton

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



StartManagementInputAction
Button

#

IsPress()