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() + Update< WindowType >() # OnDOScale() # OnDOAlpha() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() # CreateWindow< T >() SetCanvasGroupList() ConfirmationWindow + OnUpdate() # UpdateConfirmation()

ConfirmationItemWindow

- m_changeConfirmationItem Description
- + SetDescription()

TrialSessionWindow

- m_sceneTransitionManager

UpdateConfirmation()