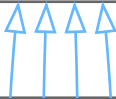


BaseManager< LobbyProgress Manager >	
+ instance	
- m_dontDestroyOnLoad	
+ DeleteInstance()	
# Awake()	



LobbyProgressManager	
- m_lobbyProgressState	
- m_normalWindowController	
- m_createNormalWindowController	
- m_returnActionWindowController	
- m_returnActionNextState	
- m_createReturnActionWindow	
- m_trialSessionWindowController	
- m_trialSessionNextState	
- m_createTrialSessionWindow Controller	
+ IsState()	
- Start()	
- SetInitializeManagementProgress State()	
- ChangeState()	
- InitializeProgress()	
- UpdateProgress()	
- ExitProgress()	
- InitializeNormal()	
- UpdateNormal()	
- ExitNormal()	
- CreateNormalWindow()	
<span>3 0</span> <span>3 0</span> 11 <span>4 E</span> ...	