```
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()
```

```
InputActionButton_Change
InputActionReference
- m_disposable
+ ChangeInputActionReference()
- Start()
- ChangeActionReference()
```

```
SerializableDictionary
< ActionUIState, AnyActionUIController.
AnyActionInfo >
-     _list
-     OnAfterDeserialize()
-     OnBeforeSerialize()
```

-m_inputAction

-m_actionInfoList

```
AnyActionUIController
- m_anyActionUI
- m_anyActionUIText
- m_nowActionState
+ ChangeStateUI()
- ChangeNowStateUI()
```

-m_anyActionUIController

```
ActionUIController
- m_state
- m_anyActionState
- m_nowAnyActionDistance
+ AddState()
+ RemoveState()
+ AddAnyActionState()
+ RemoveAnyActionState()
+ SwitchAnyAction()
- Start()
- SwitchState()
```