MonoBehaviour AAAA ProximityCreateUI

- m_tag - m_showAgainFlg

- m_uiPrefab

- m_createUI - m_doDuration

- m_type - m_isCreate

- m_endTrriger - m_hideDelay

- m_currentDelay - OnTriggerEnter()

- OnTriggerExit()
- Update()

- CreateUI() - DestroyUI()

- GetCanvasGroup()
- ShowUI()
- HideUI()

- GetCanvasGroupList()

- OnTriggerExitCollider()

- UpdateCollider()- UpdateEndCollider()

InitTime()UpdateTime()