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() # OnDOScale() # OnDOAlpha() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() # CreateWindow< T >() # Transion() SetCanvasGroupList()

SelectProvideFoodWindow
- m windowUIController

+ OnInitialize()+ OnUpdate()