## SelectUIController.UIData

| | |
|---|---|
| + | UI |
| + | SelectUIType |
| + | PressSoundPath |
| - | m_ui |
| - | m_selectUIType |
| - | m_pressSoundPath |

## MonoBehaviour

#m_currentSelectUIData

## SelectUIController

| | |
|---|---|
| + | UIList |
| + | CurrentSelectUIData |
| + | CurrentSelectUI |
| + | IsSelectChangeFlg |
| + | IsPress |
| + | PressInputAction |
| + | HoldInputAction |
| # | m_uiList |
| # | m_isLoop |
| # | m_interpolationType |
| # | m_alwaysCreateType |
| # | m_currentWidth |
| # | m_currentHeight |
| # | m_currentConstraintCount |
| # | m_isSelectChangeFlg |
| # | m_listCount |
| # | m_isPress |
| - | m_tweener |
| - | m_scaleRect |
| - | m_defaultScale |
| - | m_pressInputAction |
| - | m_holdInputAction |
| - | m_selectSoundName |
| + | OnUpdate() |
| + | OnLateUpdate() |
| + | IsPressButton() |
| + | AddUI() |
| + | SetHeadUIGameObject() |
| + | SetUIActionWindowGameObject() |
| + | NullCheck() |
| + | OnUpdateActionWindow() |
| + | OnLateUpdateActionWindow() |
| # | Left() |
| # | Right() |
| # | PlaySelectSound() |
| # | PlayPressSound() |
| - | OnDestroy() |
| - | DoScale() |
| - | Awake() |
| - | CurrentUISelectCheck() |
| - | SelectActionWindowUI() |
| - | OnPut() |
| - | OnUse() |
| - | SelectUI() |
| - | Up() |
| - | Down() |
| | その他 6 個… |

## InputActionButton

| | |
|---|---|
| + | InputActionReference |
| # | m_inputActionReference |
| # | m_buttonImage |
| - | m_holdType |
| - | m_gaugeImage |
| - | m_pressSE |
| - | m_canvasGroup |
| - | m_imPossibleAlpha |
| + | IsInputActionTrriger() |
| # | IsPress() |
| # | UpdateButtonImage() |
| - | Start() |
| - | Update() |
| - | UpdateHoldGage() |
| - | PlaySE() |
| - | SetColor() |

#m_closeInputActionButton

## SceneTransitionManager

| | |
|---|---|
| + | m_sceneName |
| + | SceneChange() |
| + | SceneChange() |
| - | Method() |

#m_selectUIController

## 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() |
| + | CreateToUpdateWindow<br>< WindowType >() |
| # | OnDOScale() |
| # | OnDOAlpha() |
| # | IsClose() |
| # | SetGlobalVolume() |
| # | SetDepthOfField() |
| # | SetTimeScale() |
| # | HideOtherUI() |
| # | ShowOtherUI() |
| - | SetCanvasGroupList() |

-m_sceneTransitionManager

## JudgeWindow

| | |
|---|---|
| # | m_yesUI |
| # | m_noUI |
| # | m_judgeFlg |
| + | OnUpdate() |
| + | OnSelfUpdate() |
| # | UpdateJudge() |
| - | CheckPressSelectButton() |

## ReturnHomeWindow

| | |
|---|---|
| # | UpdateJudge() |