

SelectUIController.UIData

+ UI

+ SelectUIType

+ PressSoundPath

- m\_ui

- m\_selectUIType

- m\_pressSoundPath

MonoBehaviour

SelectUIController

+ UIList

+ CurrentSelectUIData

+ CurrentSelectUI

+ IsSelectChangeFlg

+ IsPress

+ PressInputAction

+ HoldInputAction

# m\_uiList

# m\_jsLoop

# m\_interpolationType

# m\_alwaysCreateType

# m\_currentWidth

# m\_currentHeight

# m\_currentConstraintCount

# m\_jsSelectChangeFlg

# 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()

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InputActionButton

+ InputActionReference

# m\_inputActionReference

# m\_buttonImage

- m\_holdType

- m\_gaugeImage

- m\_pressSE

- m\_canvasGroup

- m\_imPossibleAlpha

+ IsInputActionTrriger()

# IsPress()

# UpdateButtonImage()

- Start()

- Update()

- UpdateHoldGage()

- PlaySE()

- SetColor()

SceneTransitionManager

+ m\_sceneName

+ SceneChange()

+ SceneChange()

- Method()

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< WindowType >()

# OnDOScale()

# OnDOAlpha()

# IsClose()

# SetGlobalVolume()

# SetDepthOfField()

# SetTimeScale()

# HideOtherUI()

# ShowOtherUI()

- SetCanvasGroupList()

JudgeWindow

# m\_yesUI

# m\_noUI

# m\_judgeFlg

+ OnUpdate()

+ OnSelfUpdate()

# UpdateJudge()

- CheckPressSelectButton()

NoTimeWindow

# UpdateJudge()

#m\_currentSelectUIData

#m\_closeInputActionButton

#m\_selectUIController

-m\_sceneTransitionManager