

SelectUIController

- + UIList
- + CurrentSelectUI
- + IsSelectChangeFlg
- + ConstraintCount
- + IsPress
- # m_uiList
- # m isLoop
- # m_interpolationType
- # m_alwaysCreateType
- # m_currentSelectUI
- # m_currentWidth

BaseWindow

m_canvasGroup

m_depthOfFieldType

m_gameStopMoveType

m_hideCanvasGroupList

m_gameStopType

m_hideUIType

m_input

+ OnInitialize()

+ OnShow()

+ OnClose()

+ OnUpdate()

+ OnDestroy()

OnDOScale()

OnDOAlpha()

SetGlobalVolume()

SetDepthOfField()

SetTimeScale()

HideOtherUI()

ShowOtherUI()

Transion()

CreateWindow< T >()

SetCanvasGroupList()

m_globalVolume

m_doSpead

+ Input

- # m_currentHeight
- # m_currentConstraintCount
- # m_isSelectChangeFlg
- # m_constraintCount
- # m_listCount
- # m_isPress
- m_easeType
- + OnUpdate()
- + OnLateUpdate()
- + IsPressButton()
- + SetConstraintCount()
- + FindToSetUI()
- + AddUIList()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject()
- + CheckAlwaysCreate()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # SetCurrentSelectUI()
- # Left()
- # Right()
 - DoScale()
 - Awake()
 - OnPress()
 - NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- IsWidthExceed()
- IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

#m_selectUIController

JudgeWindow

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