

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()

6...

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