

ITransitionHandle

```
classDiagram
    class ITransitionHandle {
    }
    class SimpleLoadingTransitionDirectorHandle {
        - m_SceneInfo
        - m_SceneHandle
        - m_Director
        + SimpleLoadingTransitionDirectorHandle()
        + Start()
        + End()
    }
    SimpleLoadingTransitionDirectorHandle --|> ITransitionHandle
```

SimpleLoadingTransitionDirector.  
SimpleLoadingTransitionDirectorHandle

- m\_SceneInfo
- m\_SceneHandle
- m\_Director

- + SimpleLoadingTransitionDirectorHandle()
- + Start()
- + End()