SelectUIType MonoBehaviour PressSoundPath m_ui m_selectUIType m_pressSoundPath #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 InputActionButton # m_listCount + InputActionReference # m_isPress # m_inputActionReference - m tweener # m_buttonImage - m_scaleRect - m_holdType - m_defaultScale - m_gaugeImage - m_pressInputAction - m_pressSE - m_holdInputAction - m_canvasGroup - m_selectSoundName - m_imPossibleAlpha + OnUpdate() + IsInputActionTrriger() + OnLateUpdate() # IsPress() + IsPressButton() # UpdateButtonImage() + AddUI() - Start() + SetHeadUIGameObject() - Update() + SetUIActionWindowGameObject() - UpdateHoldGage() + NullCheck() - PlaySE() + OnUpdateActionWindow() - SetColor() + OnLateUpdateActionWindow() # Left() # Right() # PlaySelectSound() # PlayPressSound() - OnDestroy() - DoScale() - Awake() - CurrentUISelectCheck() - SelectActionWindowUI() OnPut() - OnUse() - SelectUI() - Up() - Down() 3 0 3 0 4 B 6 4 E ... #m_closeInputActionButton BaseWindow + Input # m_canvasGroup # m_doSpead # m_depthOfFieldType # m_gameStopType # m_gameStopMoveType # m_hideUIType # m_globalVolume # m_hideCanvasGroupList # m_input + OnInitialize() + OnShow() #m_selectUIController + 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()

SelectUIController.UIData

UI