## MonoBehaviour

## SelectUIController

- + UIList
- + CurrentSelectUI
- + IsSelectChangeFlg
- + ConstraintCount
- + IsPress
- # m\_uiList

BaseWindow

# m\_canvasGroup

# m\_depthOfFieldType

# m\_gameStopMoveType

# m\_hideCanvasGroupList

# m\_gameStopType

# m\_hideUIType

# m\_input

+ OnInitialize()

+ OnShow()

+ OnUpdate()

+ OnClose()

+ OnDestroy()

# OnDOScale()

# OnDOAlpha()

# SetGlobalVolume()

# SetDepthOfField()

# SetTimeScale()

# HideOtherUI()

# ShowOtherUI()

# Transion()

# CreateWindow< T >()

SetCanvasGroupList()

# m\_globalVolume

# m\_doSpead

+ Input

- # m isLoop
- # m\_interpolationType
- # m\_alwaysCreateType
- # m\_currentSelectUI
- # m\_currentWidth
- # 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()

SceneTransitionManager m\_sceneName

- SceneChange()
- SceneChange()
- Method()

#m\_selectUIController

## JudgeWindow

- # m yesUl
- # m\_noUI
- # m\_judgeFlg
- + OnUpdate()
- + OnSelfUpdate()
- # UpdateJudge()
- CheckPressSelectButton()

-m\_sceneTransitionManager

NoTimeWindow

# UpdateJudge()