InputActionButton + InputActionReference # m_inputActionReference # m_buttonImage - m_holdType - m_gaugeImage - m_pressSE - m_canvasGroup - m_imPossibleAlpha + IsInputActionTrriger() # IsPress() # UpdateButtonImage() - Start()

- Update()

PlaySE()SetColor()

- UpdateHoldGage()

#m_closeInputActionButton

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()

ManagementStandbyWindow

+ OnUpdate()