MonoBehaviour

SelectTutorialController

- + TutorialDataList
- + CurrentTutorial
- + IsSelectChangeFlg
- m tutorialDataList
- m currentTutorial
- m_isSelectChangeFlg
- + OnUpdate()
- + OnLateUpdate()
- + GetCurrentTutorialData()
- + IsClose()
- + IsGoNext()
- + IsGoBack()
- + IsGoClose()
- Select()
- Next()
- Back()

InputActionButton

- + InputActionReference
- # m inputActionReference
- # m buttonImage
- m holdType
- m_gaugeImage
- m_pressSE
- m canvasGroup
- m imPossibleAlpha
- + IsInputActionTrriger()
- # IsPress()
- # UpdateButtonImage()
- Start()
- Update()
- UpdateHoldGage()
- PlaySE()
- SetColor()

-m backInputActionButton -m selectTutorialController -m closeInputActionButton -m nextInputActionButton

TutorialInputActiomButton

- m tutorialButtonType
- # IsPress()