

## ActionUIBaseController # m isShowPlay

# m isClosePlay

- + OnInitialize()
- + OnShow()
- + OnUpdate()
- + OnClose()
- + OnDestroy()



## ActionUIGroupController

- m\_initPos
  - m\_doSpead
  - ' - m hidePosX
- + OnInitialize()
  + OnShow()
  - + OnClose()