MonoBehaviour SelectUIController + UIList + CurrentSelectUI + IsSelectChangeFlg + ConstraintCount + IsPress # m_uiList # m_isLoop # m_interpolationType # m_alwaysCreateType # m_currentSelectUI # m_currentWidth # m_currentHeight # m_currentConstraintCount # m_isSelectChangeFlg # m_constraintCount # m_listCount # m_isPress WindowController - m_easeType + Input + OnUpdate() + CreateWindowObject + OnLateUpdate() - m_createWindowType + IsPressButton() - m_window + SetConstraintCount() SceneTransitionManager - m_input m_sceneName + FindToSetUI() - m_createWindowObject SceneChange() + AddUIList() + CreateWindow< WindowType >() SceneChange() + AddUI() + UpdateSelf() + SetHeadUIGameObject() Method() - Start() + SetUIActionWindowGameObject() - Update() + CheckAlwaysCreate() - UpdateStart() + OnUpdateActionWindow() - UpdateInput() + OnLateUpdateActionWindow() - DestroyWindow() # SetCurrentSelectUI() # Left() # Right() - DoScale() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() - Up() - Down() - IsWidthExceed() - IsWidthBelow() - IsHeightExceed() IsHeightBelow() -m selectUIController -m_provideFoodWindowController -m_sceneTransitionManager SelectManagementWindow

OnUpdate()
SelectButton()

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