MonoBehaviour 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() # OnDOScale() # OnDOAlpha() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() # CreateWindow< T >() # Transion() - SetCanvasGroupList() ConfirmationWindow

ConfirmationItemWindow

+ OnUpdate()

UpdateConfirmation()

- m_changeConfirmationItem Description
- + SetDescription()

TrialSessionWindow

- m_sceneTransitionManager

UpdateConfirmation()