#### MonoBehaviour

### InputActionButton

- + InputActionReference
- # m inputActionReference
- # m\_buttonImage
- m\_holdType
- m\_gaugeImage
- m\_pressSE
- m\_canvasGroup
- m\_imPossibleAlpha
- + IsInputActionTrriger()
- # IsPress()
- # UpdateButtonImage()
- Start()
- Update()
- UpdateHoldGage()
- PlaySE()
- SetColor()

# InputActionButton\_Change InputActionReference

- m disposable
- + ChangeInputActionReference()
- Start()
- ChangeActionReference()

## SerializableDictionary

- < ActionUIState, AnyActionUIController. AnyActionInfo >
  - list
  - OnAfterDeserialize()
  - OnBeforeSerialize()

-m\_inputAction

-m\_actionInfoList

### AnyActionUIController

- m anyActionUI
- m\_anyActionUIText
- m nowActionState
- + ChangeStateUI()
- ChangeNowStateUI()