UI Manager + WindowStack: Stack<UIConfig.UI Windows> + static Init(): void + static ShowWindow(UIConfig.UI Windows,object data): void + static HideWindow(UIConfig.UI Windows windowKey): void + static ShowEnforceWindow(UIConfig.EnforceWindows windowKey, object data = null): void + static HideEnforceWindow(UIConfig.EnforceWindows windowKey): void + static static void HideAllEnforceWindow(): void



