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                                    │  MonoBehaviour   │
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MonoBehaviour

RhythmSystemEntities.ECS.Authoring.NoteGeneratorAuthoring
- singleNotePrefab
- longNotePrefab
- longNoteEdgePrefab
- notePresenterDataPrefab

RhythmSystemEntities.ECS.Authoring.NoteGeneratorSpawnAuthoring
- generatorEntityPrefab

RhythmSystemEntities.System.Judge.InputJudgeSystemPresenter
- musicID
- isAuto
- laneInputDataArray
- noteJudgeSystem
- + LaneInput()
- Awake()
- Start()
- Update()
- SendInputDataToECS()

RhythmSystemEntities.System.Judge.JudgeReceiverItemBase
- + Notified()

RhythmSystemEntities.System.Judge.JudgeRecieverFromECS
- judgeReceiverItemBases
- Start()

RhythmSystemEntities.System.NotesGenerator
- musicID
- djbmPath
- noteOptionController
- Start()
- LoadAsyncStart()
- LoadAsync()

RhythmSystemEntities.System.Option.NoteOptionController
- scrollSpeed
- playerInputOffset
- + GetScrollSpeed()
- + GetPlayerInputOffset()
- OnDestroy()

RhythmSystemEntities.System.Option.NoteOptionSystemPresenter
- noteOptionController
- musicID
- noteOptionPresenterSystem
- Start()

RhythmSystemEntities.System.Player.PlayerController
- playerInputController
- inputJudgePresenter
- Start()
- LaneInputSubscribe()
- LaneInput()

RhythmSystemEntities.System.Player.PlayerInputController
- playerInput
- onLaneInput
- + OnLaneInput()
- Awake()
- Start()
- InputSubscribe()
- OnDestroy()

RhythmSystemEntities.System.Timer.MusicTimer
- audioSource
- offset
- time
- musicState
- isAudioStart
- isPause
- addedTempTime
- + GetOffset()
- + GetTime()
- + GetMusicState()
- + GetIsAudioStart()
- + GetIsPause()
- + Init()
- + MusicStart()
- + MusicPause()
- + MusicStop()
- + AddTime()
- + SetTime()
- Awake()
- Start()
- Update()
- OnDestroy()

RhythmSystemEntities.System.Timer.MusicTimerSystemPresenter
- musicTimer
- musicID
- Start()

RhythmSystemEntities.System.Effect.JudgeResultEffect
- musicID
- judgeType
- lane
- resultParticle
- + Notified()

RhythmSystemEntities.System.UI.JudgeResultText
- resultText
- judgeNotifyDataQueue
- time
- + Notified()
- Awake()
- Update()
- EnqueueResult()
- UpdateText()
- Dequeue()