Music::IndicatorBar

+ Init()
+ Pause()
+ GetGameElement()
+ Update()
+ Reset()
* m_LastRecordTime
* m_IIT
* m_IsPause
* m_IIS
* m_IndicatLeft
* m_IndicatRight
* m_IndicatorBlue
* m_GameElement
* m_AnimationsLeft
* m_AnimationsRight
* m_LastIdxLeft
* m_LastIdxRight
* m_Flag