

```
#pragma once
```

```
class Fader
```

```
{
```

```
public:
```

```
    enum class FADE_STATE
```

```
    {
```

```
        NONE
```

```
        , FADE_IN      // 徐々に明転
```

```
        , FADE_OUT     // 徐々に暗転
```

```
    };
```

```
    FADE_STATE GetState(void);
```

```
    bool IsEnd(void);
```

```
    void SetFade(FADE_STATE state);
```

```
    void Init(void);
```

```
    void Update(void);
```

```
private:
```

```
    FADE_STATE mState;
```

```
    // 輝度値
```

```
    int mBrightValue;
```

```
    bool mIsEnd;
```

```
};
```