

- # m_currentSelectUI
- # m_currentWidth
- # m_currentHeight
- # m_currentConstraintCount
- # m_isSelectChangeFlg
- # m_constraintCount
- # m_listCount
- # m isPress
- m_tweener
- m_scaleRect
- m_defaultScale
- m_easeType
- + OnUpdate()
- + OnLateUpdate()
- + IsPressButton()
- + SetConstraintCount()
- + FindToSetUI()
- + AddUIList()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject()
- + CheckAlwaysCreate()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # SetCurrentSelectUI()
- # Left()
- # Right()
- OnDestroy()
- DoScale()
- Awake()
- OnPress() - NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()

#m selectUIController

- OnPut()
- OnUse()
- SelectUI()

3 0 3 0 4 B 6 F 6 ...

BaseCreateSlotList

- + SlotList
- # m_createSlotType
- # m_pocketType
- # m_slot
- # m_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData() + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

CreateActionItemSlotList

- + SlotObj
- # CreateSlotInstance()
- GetItemSlotDataList()