MonoBehaviour PressSoundPath m_ui m_selectUIType $\overline{M}M$ m_pressSoundPath #m_currentSelectUIData SelectUIController + UIList + CurrentSelectUIData + CurrentSelectUI + IsSelectChangeFlg + IsPress + PressInputAction + HoldInputAction # m_uiList # m_isLoop # m_interpolationType # m_alwaysCreateType # m currentWidth # m_currentHeight # m_currentConstraintCount # m_isSelectChangeFlg # m_listCount # m_isPress - m_tweener - m_scaleRect - m_defaultScale - m_pressInputAction - m_holdInputAction - m_selectSoundName + OnUpdate() + OnLateUpdate() + IsPressButton() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + NullCheck() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # Left() # Right() # PlaySelectSound() # PlayPressSound() - OnDestroy() - DoScale() - Awake() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() - Up() - Down() 3 0 3 0 4 B 6 F 6 ... ItemSlotData + ItemTypeID + ItemID # m_itemImage # m_nameText # m_descriptionText # m_conditionImage # m_numText # m_itemTypeID # m_itemID # m_pocketType #m_selectUIController # m_conditionBackColor # m_conditionBackAlpha + SetItemSlotData() + InitializeSlotData() # SetItemImage() # SetItemName() # SetDescription() # SetItemNum() # SetConditionImage() # SetConditionBackColor() BaseCreateSlotList + SlotList # m_createSlotType # m_slot # m_slotList - m_lineBreak + OnInitialize() + CreateSlot() + DestroyItemSlotData() + RemoveItemSlotData() # RemoveNullSlotList() # SetLineBreak() # AddSelectUIControler() # DestroySlotList() # CreateSlotInstance() CreateNeedIngredientSlot

SelectUIController.UIData

SelectUIType

UI

m_pocketType m_foodID + SetFoodID()

CreateSlotInstance()

#m_createNeedIngredientSlot

FoodSlotData

m_priceNumText + SetItemSlotData()

+ InitializeSlotData() # CreateNeedIngredient()

SetPriceText()