## MonoBehaviour

## SelectUIController.UIData

- + UI
- + SelectUIType
- + PressSoundPath
- m\_ui
- m\_selectUIType
- 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()
- Currentl
- CurrentUISelectCheck()SelectActionWindowUI()
- OpDut()
- OnPut()
- OnUse()SelectUI()
- Up()
- Down()
- 3 0 3 0 6 F 6 ...

#m\_selectUIController

## BaseCreateSlotList + SlotList

- # m\_createSlotType
- # m\_slot
- # 111\_310t
- # m\_slotList- m\_lineBreak
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler()
- # DestroySlotList
- # DestroySlotList()
  # CreateSlotInstance()