+ UI SelectUIType MonoBehaviour + PressSoundPath - m_ui - m_selectUIType MMMm_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 + PocketType # m_descriptionText # m_conditionImage

SelectUIController.UIData

- + ItemID
- # m_itemImage
- # m_nameText
- # m_numText
- # m_itemTypeID
- # m_itemID
- # m_pocketType # m_conditionBackColor
- # m_conditionBackAlpha + SetItemSlotData()
- + InitializeSlotData()
- # SetItemImage()
- # SetItemName() # SetDescription()
- # SetItemNum()
- # SetConditionImage() # SetConditionBackColor()

#m_selectUIController

m_createSlotType

BaseCreateSlotList

m_slot

+ SlotList

- # m_slotList - m_lineBreak
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData() # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

m_pocketType

CreateNeedIngredientSlot

- # m_foodID
- + SetFoodID() # CreateSlotInstance()

#m_createNeedIngredientSlot

FoodSlotData

- # m_priceNumText + SetItemSlotData()
- + InitializeSlotData() # CreateNeedIngredient() # SetPriceText()