## - m\_ui - m\_selectUIType - m\_pressSoundPath 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 E F 6 ... #m\_selectUIController BaseCreateSlotList + SlotList

SelectUIController.UIData

UI

MonoBehaviour

+ SelectUIType

+ PressSoundPath

#m\_currentSelectUIData

## # m\_createSlotType

- # m slot
- # m\_slotList
- m\_lineBreak
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData() # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler() # DestroySlotList()
- # CreateSlotInstance()

## - m\_foodID

CreateNeedIngredientSlot

- # m\_pocketType
- + SetFoodID()
- # CreateSlotInstance()

