MonoBehaviour

SelectUIController

- + UIList
- + CurrentSelectUI
- + IsSelectChangeFlg
- + ConstraintCount
- + IsPress
- # m_uiList
- # m_isLoop
- # m_interpolationType
- # m_alwaysCreateType
- # m_currentSelectUI
- # m_currentWidth
- # m_currentHeight
- # m_currentConstraintCount
- # m_isSelectChangeFlg
- # m_constraintCount
- # m_listCount

ItemSlotData

+ ItemTypeID

m_itemImage

m_nameText

m_numText

m itemID

m_itemTypeID

m_pocketType

+ SetItemSlotData()

+ InitializeSlotData()

SetItemImage()

SetItemName()

SetDescription()

SetConditionImage()

SetItemNum()

m_descriptionText

m conditionImage

+ ItemID

- # m_isPress
- + OnUpdate()
- + OnLateUpdate()
- + IsPressButton()
- + SetConstraintCount()
- + FindToSetUI()
- + AddUIList()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject()
- + CheckAlwaysCreate()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # SetCurrentSelectUI()
- # Left()
- # Right()
- Awake()
- OnPress()
- NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- IsWidthExceed()
- IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

#m recipeSelectUIController

SelectProvideFoodSlotData

- # m_canvasGroup
- # m alpha
- # m_possibleColor
- # m_inpossibleColor
- m_provideNumTextm_colorTextList
- + Start()
- + OnUpdate()
- + SetItemSlotData()
- + InitializeSlotData()
- # Check()
- SetProvideNumText()
- InitSlot()
- SetSlot()
- SetColor()