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

+ ItemID

ItemSlotData

m_itemImage

+ ItemTypeID

- # m_nameText
- # m_descriptionText # m_conditionImage
- # m_numText # m_itemTypeID
- # m_pocketType

m itemID

- + SetItemSlotData() + InitializeSlotData()
- # SetItemImage()
- # SetItemName() # SetDescription()
- # SetItemNum() # SetConditionImage()

m_slot

m_createSlotType # m_pocketType

BaseCreateSlotList

m_slotList

+ SlotList

- + OnInitialize()
- + DestroyItemSlotData()
- + RemoveItemSlotData() # RemoveNullSlotList()

+ CreateSlot()

- # SetSlotControllerData()
- # AddSelectUIController() # DestroySlotList()
- # CreateSlotInstance()

Create Need Ingredient Slot- m foodID

- + SetFoodID() # CreateSlotInstance()
- # SetSlotControllerData()

#m_createNeedIngredientSlot

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

SetPriceText()