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
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()

+ UILis

IsSel Cons + IsPre # m_uil # m_isl # m int

m_cu

m_cu # m_cu # m_is # m_cc # m_lis # m_is + OnUp + OnLa + IsPre + SetC Find Addl + Addl SetH + SetU + Chec OnU + OnLa # SetC # Left() # Right Awak OnPr NullC Curre Selec OnPu OnUs Selec Up()

> IsWidthBelow() IsHeightExceed() IsHeightBelow()

> > IsPut

IsUse **IsThrow** m_isPut m_isUse m_isThrow m_selectScale m_notSelectScale

m_duration OnUpdate() OnLateUpdate()

AddUI()

OnPut() OnUse() OnThrow()

CheckWithChange()

SelectWindowUI()

SetSelectUIScale()

+

+

SelectUIActionWindowController