

SelectUIController.UIData

+ UI

+ SelectUIType

+ PressSoundPath

- m_ui

- m_selectUIType

- m_pressSoundPath

MonoBehaviour

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

7

B

2

0

2

B

6

4

E

6

E

...

DetailUI

- m_canvasGroup

- m_isDisplay

+ OnInitialize()

+ OnUpdate()

- CheckDisplay()

- SetDisplay()

BaseCreateSlotList

+ SlotList

m_createSlotType

m_slot

m_slotList

- m_lineBreak

+ OnInitialize()

+ CreateSlot()

+ DestroyItemSlotData()

+ RemoveItemSlotData()

RemoveNullSlotList()

SetLineBreak()

AddSelectUIControler()

DestroySlotList()

CreateSlotInstance()

CreateNeedIngredientSlot

m_pocketType

m_foodID

+ SetFoodID()

CreateSlotInstance()

SelectFoodDetailUI

+ OnInitialize()

+ OnUpdate()

- SetCreateNeedIngredientSlot()

#m_currentSelectUIData

#m_selectUIController

#m_recipeSelectUIController

#m_createNeedIngredientSlot