

- + 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\_tweener
- m\_scaleRect
- m\_defaultScale
- m\_easeType
- + OnUpdate()
- + OnLateUpdate()
- + IsPressButton()
- + SetConstraintCount()
- + FindToSetUI()
- + AddUIList()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject()
- + CheckAlwaysCreate()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # SetCurrentSelectUI()
- # Left()
- # Right()
- OnDestroy()
- DoScale()
- Awake()
- OnPress()NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
  - 3 0 3 0 4 B 6 F 6 ...

#m\_selectUIController

## BaseCreateSlotList

- + SlotList
- # m\_createSlotType
- # m\_pocketType
- # m slot
- # m\_slotList
- + OnInitialize() + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()

## CreateProvideFoodSlotList

- # CreateSlotInstance()
  - GetProvideFoodList()