SelectUIType MonoBehaviour PressSoundPath m_ui m_selectUIType m_pressSoundPath #m_currentSelectUIData SelectUIController + UIList + CurrentSelectUIData + CurrentSelectUI + IsSelectChangeFlg + IsPress + PressInputAction + HoldInputAction # m_uiList # m_isLoop # m_interpolationType BaseWindow # m_alwaysCreateType # m_currentWidth + Input # m canvasGroup # m currentHeight # m_currentConstraintCount # m_doSpead # m_isSelectChangeFlg # m_depthOfFieldType # m_listCount # m_gameStopType # m_gameStopMoveType # m_isPress # m_hideUIType - m_tweener CreateConditionImage # m_globalVolume - m_scaleRect - m_imageSize # m_hideCanvasGroupList - m_defaultScale - m_maxColor - m pressInputAction # m_input - m_minColor + OnInitialize() - m_holdInputAction - m_imageList + OnShow() - m_selectSoundName - m_conditionID + OnUpdate() + OnUpdate() - m_level + OnLateUpdate() + OnClose() + CreateImage() + IsPressButton() + OnDestroy() - SetImage() + Update< WindowType >() + AddUI() - SetRectTransform() + SetHeadUIGameObject() # OnDOScale() - DestroyConditionImage() + SetUIActionWindowGameObject() # OnDOAlpha() + NullCheck() # SetGlobalVolume() + OnUpdateActionWindow() # SetDepthOfField() + OnLateUpdateActionWindow() # SetTimeScale() # HideOtherUI() # Left() # ShowOtherUI() # Right() # CreateWindow< T >() # PlaySelectSound() # PlayPressSound() - SetCanvasGroupList() - OnDestroy() - DoScale() - Awake() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() - Up() - Down() 3 0 3 0 6 F 6 ... #m_selectUIController #m_createConditionImage ChangeItemDescription # m_pocketType # m typeTextMeshPro # m_typeImage # m_nameTextMeshPro # m descriptionTextMeshPro # m_levelTextMeshPro # m_healingValueTextMeshPro # m_conditionText # m_conditionBackColor # m_conditionBackAlpha # m_numTextMeshPro # m_displayOne # m_displayTimes - m_typeList - m_typeImageList - m_itemImage - m_itemImageList - m_nameList - m_descriptionList - m_levelList - m_healingValueList - m_createConditionList - m_conditionList - m_numList + OnInitialize() + OnUpdate() + ChangeSelectUIDescription() + ChangeDescription() # IsChangeDescription() # SetDescription() # InitDescription() # SetActiveList() # SetItemImage() # SetTypeText() # SetTypeImage() # SetNameText() # SetDescriptionText() # SetNumText() $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix}$ $\begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix}$ $\begin{bmatrix} 6 & 4 & E \\ F & 6 \end{bmatrix}$... ConfirmationWindow + OnUpdate() # UpdateConfirmation() ChangeConfirmationItemDescription -m_changeConfirmationItem Description

ConfirmationItemWindow

+ SetDescription()

SelectUIController.UIData

+ UI