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_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()

-m selectUIController

3 0 3 0 4 E ...

ChangeCurrentSelectUICursor Position

- Update()
- ChangePosition()