

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()

BaseWindowUI

+ CanvasGroup

+ OnUpdate()

m_canvasGroup+ OnInitialize()

+ OnLateUpdate()

+ OnSelectInitialize()

+ OnSelectUpdate()

+ OnSelectExit()

- + 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()
- IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

#m_selectUIController

BaseProvideFoodUI

- + OnLateUpdate()
- # GetCurrentSelectItemSlot Data< T >()