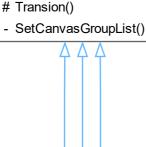


SelectUIController

- + 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()
- · OnOpuale()
- + 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



BaseWindow

m_canvasGroup

m_depthOfFieldType

m_gameStopMoveType

m_hideCanvasGroupList

+ Update< WindowType >()

m_gameStopType

m_hideUIType

m input

+ OnInitialize()

+ OnShow()

+ OnUpdate()

+ OnClose()

+ OnDestroy()

OnDOScale()

OnDOAlpha()

SetGlobalVolume()

SetDepthOfField()

SetTimeScale()

HideOtherUI()

ShowOtherUI()

CreateWindow<T >()

m_globalVolume

m_doSpead

+ Input

SelectUseItemWindow

- m_parentUI
- m_button
- m_currentSelectUseItemID
- + SetData()
- + OnUpdate()
- EditActionWindow()
- EditSelectionWindowforAction Window_Ingredient()
- EditSelectionWindowforAction Window_Food()
- EditInventoryWindow()
- EditSelectionWindowforInventory Window_Ingredient()
- EditSelectionWindowforInventory Window_Food()
- CheckPressSelectUseItemButton()
- AddButton()