## UI + SelectUIType MonoBehaviour + PressSoundPath - m\_ui - m\_selectUIType - m\_pressSoundPath SelectUIController + UIList + CurrentSelectUIData + CurrentSelectUI + IsSelectChangeFlg + IsPress + PressInputAction + HoldInputAction # m\_uiList # m\_isLoop # m\_interpolationType # m\_alwaysCreateType # m\_currentWidth # m\_currentHeight # m\_currentConstraintCount # m\_isSelectChangeFlg # m\_listCount # m\_isPress - m\_tweener - m scaleRect m\_defaultScale - m\_pressInputAction - m\_holdInputAction - m\_selectSoundName + OnUpdate() + OnLateUpdate() + IsPressButton() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + NullCheck() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # Left() # Right() # PlaySelectSound() # PlayPressSound() - OnDestroy() - DoScale() Awake() - CurrentUISelectCheck()

SelectUIController.UIData

#m\_currentSelectUIData

BaseCreateSlotList

#m\_selectUIController

- SelectActionWindowUI()

## + SlotList # m\_createSlotType

OnPut() - OnUse() - SelectUI()

- Up() - Down()

3 0 3 0 4 B 6 F 6 ...

- # m\_slot
- # m\_slotList
- m\_lineBreak
- + OnInitialize()
- + CreateSlot() + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

GetProvideFoodList()

- CreateProvideFoodSlotList
- # CreateSlotInstance()

-m\_createProvideFoodSlotList

## ManagementUI

- Start()
- Update()