## MonoBehaviour $\Delta \Delta \Delta \Delta$ 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\_easeType + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - DoScale() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut()

## CreateConditionImage - m\_imageSize - m\_maxColor - m\_minColor - m\_imageList - m\_conditionID - m\_level + CreateImage() - SetImage() - SetRectTransform()

- DestroyConditionImage()

#m\_createConditionImage

## ChangeItemDescription # m\_pocketType

#m selectUIController

# m\_typeImage

OnUse()SelectUI()

IsWidthExceed()IsWidthBelow()IsHeightExceed()IsHeightBelow()

- Up()- Down()

# m\_nameTextMeshPro

# m typeTextMeshPro

- # m\_descriptionTextMeshPro
- # m\_levelTextMeshPro # m\_healingValueTextMeshPro
- # m\_conditionText
  # m\_numTextMeshPro
- # m\_displayOne
   m\_typeList
- m\_typeImageList
- m\_itemImage
- m\_nameList
- m\_descriptionListm\_levelList

- m\_itemImageList

- m\_healingValueList
- m\_createConditionListm\_conditionList
- m\_numList
- + OnInitialize() + OnUpdate()
- + ChangeDescription()
- # IsChangeDescription()
  # SetDescription()

+ ChangeSelectUIDescription()

- # InitDescription()
  # SetActiveList()
- # SetItemImage()
- # SetTypeText()
- # SetTypeImage()
- # SetNameText()
  # SetDescriptionText()
- # SetNumText()
- # SetLevelText()
- # SetHealingValueText()
  # SetConditionImage()
- # SetConditionText()
- # GetPocketItemDataManager()CheckToSetActiveGameObject
- List< T >()

ChangeConfirmationItemDescription