

+ 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()

- OnUse() - SelectUI()

- Up()

- Down()

- IsWidthExceed() - IsWidthBelow()

IsHeightExceed()

- IsHeightBelow()