$\Delta\Delta\Delta\Delta$ 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_tweener m_scaleRect - m_defaultScale - m_easeType + OnUpdate() + 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 6 F 6 ... DetailUI - m_canvasGroup - m_isDisplay + OnInitialize() #m_selectUIController + OnUpdate() - CheckDisplay() - SetDisplay() BaseCreateSlotList + SlotList # m_createSlotType # m_pocketType # m_slot # m_slotList + OnInitialize() + CreateSlot() + DestroyItemSlotData() + RemoveItemSlotData() # RemoveNullSlotList() # SetSlotControllerData() # AddSelectUIControler() # DestroySlotList() # CreateSlotInstance() #m_recipeSelectUIController Create Need Ingredient Slot- m_foodID + SetFoodID() # CreateSlotInstance() # SetSlotControllerData() #m_createNeedIngredientSlot

SelectFoodDetailUI

SetCreateNeedIngredientSlot()

+ OnInitialize()+ OnUpdate()

MonoBehaviour