$\Lambda\Lambda\Lambda\Lambda$ 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() BaseWindowUI + OnLateUpdate() # m unUpdateAlpha + IsPressButton() - m_canvasGroup + SetConstraintCount() + OnInitialize() + FindToSetUI() + OnUpdate() + AddUIList() + OnLateUpdate() + AddUI() + OnSelectInitialize() + SetHeadUIGameObject() + OnSelectUpdate() + SetUIActionWindowGameObject() + OnSelectExit() + CheckAlwaysCreate() + SetAlpha() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - DoScale() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() - Up() - Down() - IsWidthExceed() - IsWidthBelow() - IsHeightExceed() IsHeightBelow() #m_selectUIController -m_selectUIController #m_selectUIController ChangeScrollViewPosition BaseCreateSlotList # m_isStop + SlotList # m_createSlotType - m_gridLayoutGroup - m_scrollRect # m_pocketType - m_scrollRectTransform # m_slot # m slotList BaseProvideFoodUI - m_type + OnInitialize() - m_isVertical - m isHorizontal + CreateSlot() + OnLateUpdate() + DestroyItemSlotData() + OnUpdate() # GetCurrentSelectItemSlot Data< T >() + RemoveItemSlotData() + OnUpdateEveryTime() # RemoveNullSlotList() + ChangePosEdge() ChangePos() # SetSlotControllerData() - Center() # AddSelectUIController() - Edge() # DestroySlotList() DoMove() # CreateSlotInstance() CreateRecipeSlotList -m changeScrollViewPosition + CheckCreate() # CreateSlotInstance() -m_createRecipeSlotList SelectProvideFoodUI + OnInitialize() + OnSelectUpdate()

SetProvideFood()

MonoBehaviour