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() - OnUse() - SelectUI()

m_maxColor m_minColor m_imageList m_conditionID m level

CreateConditionImage

- m_imageSize

+ CreateImage()

- SetRectTransform()

- DestroyConditionImage()

- SetImage()

#m_createConditionImage

ChangeItemDescription

#m selectUIController

m_typeTextMeshPro

m_typeImage

m_pocketType

- Up()- Down()

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

m_nameTextMeshPro # m_descriptionTextMeshPro

m_levelTextMeshPro # m_healingValueTextMeshPro

m_conditionText

m_numTextMeshPro # m_displayOne

m_typeListm_typeImageList

- m_itemImage

m_itemImageListm_nameList

- m_descriptionList

- m_levelList

m_healingValueListm_createConditionList

m_conditionListm_numList

+ OnInitialize() + OnUpdate()

+ ChangeDescription()

IsChangeDescription()
SetDescription()

+ ChangeSelectUIDescription()

InitDescription()
SetActiveList()

SetItemImage()

SetTypeText()

SetTypeImage()

SetNameText()
SetDescriptionText()

SetNumText()

SetLevelText()

SetHealingValueText()

SetConditionImage()
SetConditionText()

GetPocketItemDataManager()

- CheckToSetActiveGameObject
List< T >()

ChangeInventoryDescription