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 level

- m_conditionID

+ CreateImage()

- SetRectTransform()

- DestroyConditionImage()

- SetImage()

#m_selectUIController / #m_createConditionImage

m_pocketType # m_typeTextMeshPro

ChangeItemDescription

m_typeImage

OnUse()SelectUI()

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

- Up()- Down()

- # m_nameTextMeshPro
- # m_descriptionTextMeshPro
- # m_levelTextMeshPro
- # m_healingValueTextMeshPro
 # m_conditionText
- # m_numTextMeshPro # m_displayOne
- m_typeList
- m_typeImageListm_itemImage
- m_itemImageListm_nameList
- m_descriptionList
- m_levelListm_healingValueList
- m_createConditionList
- m_conditionListm_numList
- + OnInitialize() + OnUpdate()
- + ChangeSelectUIDescription()+ ChangeDescription()
- # IsChangeDescription()
 # SetDescription()
- # InitDescription()
- # SetActiveList()
 # SetItemImage()
- # SetTypeText()
- # SetTypeImage()
- # SetNameText()
 # SetDescription
- # SetDescriptionText()
 # SetNumText()
- # SetLevelText()
- # SetHealingValueText()
 # SetConditionImage()
- # SetConditionText()
- # GetPocketItemDataManager()CheckToSetActiveGameObject
- List< T >()

ChangeSelectProvideFoodDescription

SetSelectUIController()