MonoBehaviour $\Lambda \Lambda \Lambda$ 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 + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() - Up()

- Down()
- IsWidthExceed()
- IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

#m_selectUIController

BaseCreateSlotList

- + SlotList
- # m_createSlotType
- # m_slot
- # m_slotList
- + OnInitialize() + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController() # DestroySlotList()
- # CreateSlotInstance()

CreateNeedIngredientSlot

- m_foodID + SetFoodID()
- # CreateSlotInstance()
- # SetSlotControllerData()