

SelectUIController.UIData

+ UI

+ SelectUIType

+ PressSoundPath

- m_ui

- m_selectUIType

- m_pressSoundPath

MonoBehaviour

SelectUIController

+ UICollection

+ CurrentSelectUIData

+ CurrentSelectUI

+ IsSelectChangeFlg

+ IsPress

+ PressInputAction

+ HoldInputAction

m_uiList

m_isLoop

m_interpolationType

m_alwaysCreateType

m_currentWidth

m_currentHeight

m_currentConstraintCount

m_isSelectChangeFlg

m_listCount

m_isPress

- m_tweener

- m_scaleRect

- m_defaultScale

- m_pressInputAction

- m_holdInputAction

- m_selectSoundName

+ OnUpdate()

+ OnLateUpdate()

+ IsPressButton()

+ AddUI()

+ SetHeadUIGameObject()

+ SetUIActionWindowGameObject()

+ NullCheck()

+ OnUpdateActionWindow()

+ OnLateUpdateActionWindow()

Left()

Right()

PlaySelectSound()

PlayPressSound()

- OnDestroy()

- DoScale()

- Awake()

- CurrentUISelectCheck()

- SelectActionWindowUI()

- OnPut()

- OnUse()

- SelectUI()

- Up()

- Down()

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SceneTransitionManager

+ m_sceneName

+ SceneChange()

+ SceneChange()

- Method()

BaseCreateSlotList

+ SlotList

m_createSlotType

m_slot

m_slotList

- m_lineBreak

+ OnInitialize()

+ CreateSlot()

+ DestroyItemSlotData()

+ RemoveItemSlotData()

RemoveNullSlotList()

SetLineBreak()

AddSelectUIController()

DestroySlotList()

CreateSlotInstance()

BaseWindow

+ Input

m_canvasGroup

m_doSpead

m_depthOfFieldType

m_gameStopType

m_gameStopMoveType

m_hideUIType

m_globalVolume

m_hideCanvasGroupList

m_input

+ OnInitialize()

+ OnShow()

+ OnUpdate()

+ OnClose()

+ OnDestroy()

+ Update< WindowType >()

OnDOScale()

OnDOAlpha()

SetGlobalVolume()

SetDepthOfField()

SetTimeScale()

HideOtherUI()

ShowOtherUI()

CreateWindow< T >()

- SetCanvasGroupList()

CreateProvideFoodUseIngredientSlotList

CreateSlotInstance()

CreateProvideFoodSlotList

CreateSlotInstance()

- GetProvideFoodList()

InputActionButton

+ InputActionReference

m_inputActionReference

m_buttonImage

- m_holdType

- m_gaugelImage

- m_pressSE

- m_canvasGroup

- m_imPossibleAlpha

+ IsInputActionTrmger()

IsPress()

UpdateButtonImage()

- Start()

- Update()

- UpdateHoldGage()

- PlaySE()

- SetColor()

ChangeResultDescription

- m_soldNumText

- m_earnedMoneyText

- m_totalEarnedMoneyText

- m_cameCustomerNumText

- m_cameNormalCustomerNumText

- m_cameAngryCustomerNumText

+ OnInitialize()

SetDescription()

- SetSoldNumText()

- CreateProvideFoodSlot()

- CreateProvideFoodUseIngredientSlot()

- SetEarnedMoneyText()

- SetTotalEarnedMoneyText()

- SetCameCustomerNumText()

- SetCameNormalCustomerNumText()

- SetCameAngryCustomerNumText()

ManagementResultWindow

+ OnInitialize()

+ OnUpdate()

- Transition()

#m_currentSelectUIData

#m_selectUIController

-m_sceneTransitionManager

-m_createProvideFoodUseIngredientSlotList

-m_createProvideFoodSlotList

-m_inputActionButton

-m_changeProvideFoodDescription