ManaPahayiayır
MonoBehaviour
44444
SelectUIController
UIList
CurrentSelectUIData
CurrentSelectUI
IsSelectChangeFlg
IsPress
PressInputAction
HoldInputAction
m_uiList
m_isLoop
m_interpolationType
m_alwaysCreateType
m_currentNelectUIData
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()
3 0 3 0 6 4 E
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SelectUIActionWindowController

# Play

## Selectl + **IsPut**

- + IsUse IsThrow
  - m isUse m isThrow

m\_isPut

- m\_selectScale m\_notSelectScale
- m\_duration
- + OnUpdate()
- + OnLateUpdate()
- CheckWithChange()
- AddUI() SelectWindowUI()
  - OnPut()
  - OnUse() OnThrow()
  - SetSelectUIScale()