MonoBehaviour PressSoundPath m_ui m_selectUIType m_pressSoundPath SelectUIController + UIList + CurrentSelectUIData + CurrentSelectUI + IsSelectChangeFlg + IsPress + PressInputAction + HoldInputAction # m_uiList # m_isLoop # m_interpolationType # m_alwaysCreateType # m_currentWidth # m_currentHeight # m_currentConstraintCount # m_isSelectChangeFlg InputActionButton # m_listCount + InputActionReference # m_isPress # m_inputActionReference - m_tweener # m_buttonImage - m_scaleRect - m_holdType - m_defaultScale - m_gaugeImage - m_pressInputAction - m_pressSE - m_holdInputAction - m_canvasGroup - m_selectSoundName - m_imPossibleAlpha + OnUpdate() + IsInputActionTrriger() + OnLateUpdate() # IsPress() + IsPressButton() # UpdateButtonImage() + AddUI() - Start() + SetHeadUIGameObject() - Update() + SetUIActionWindowGameObject() - UpdateHoldGage() + NullCheck() - PlaySE() + OnUpdateActionWindow() - SetColor() + OnLateUpdateActionWindow() # Left() # Right() # PlaySelectSound() # PlayPressSound() - OnDestroy() - DoScale() - Awake() - CurrentUISelectCheck() - SelectActionWindowUI() OnPut() - OnUse() - SelectUI() - Up() - Down() 3 0 3 0 6 F 6 ... #m_closeInputActionButton BaseWindow + Input # m_canvasGroup # m_doSpead # m_depthOfFieldType # m_gameStopType # m_gameStopMoveType # m_hideUIType # m_globalVolume # m_hideCanvasGroupList # m_input + OnInitialize() + OnShow() -m_selectUIController + OnUpdate() + OnClose() + OnDestroy() + CreateToUpdateWindow < WindowType >() # OnDOScale() # OnDOAlpha() # IsClose() # SetGlobalVolume() # SetDepthOfField()

SelectUIController.UIData

#m_currentSelectUIData

SelectUIType

UI

SetCanvasGroupList() ДД

- m_parentUI
- SelectUseItemWindow
- m_button

SetTimeScale() # HideOtherUI() # ShowOtherUI()

- m_currentSelectUseItemID
- + SetData()
- + OnUpdate()

- EditActionWindow()
- EditSelectionWindowforAction Window_Ingredient()
- EditSelectionWindowforAction Window_Food()
- EditInventoryWindow()
- EditSelectionWindowforInventory
- Window_Ingredient() - EditSelectionWindowforInventory
- Window_Food()
- CheckPressSelectUseItemButton()

AddButton()