	MonoBehaviour	
V		
	$A\Delta$	7
SelectUIController		
ist		

- + 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()