## SelectUIController.UIData

- UI
- + SelectUIType
- + PressSoundPath
- m\_ui
- m\_selectUIType
- m\_pressSoundPath

#m\_currentSelectUIData

## SelectUIController

MonoBehaviour

- + UIList
- + 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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-m\_selectUIController

## SelectUICursorPosition

- m\_cursorType
- m\_keepPos
- m\_myRectTransform
- Start()
- Update()

- UpdatePosition() - Middle()
- Top()
- Left()