$\Delta\Delta\Delta\Delta$ SelectUIController + 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 - m_tweener m_scaleRect - m_defaultScale - m_easeType + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() OnDestroy() - DoScale() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() 3 0 3 0 6 F 6 ... ItemSlotData + ItemTypeID + ItemID # m itemImage # m_nameText # m_descriptionText # m_conditionImage # m_numText # m_itemTypeID #m selectUIController # m itemID # m_pocketType + SetItemSlotData() + InitializeSlotData() # SetItemImage() # SetItemName() # SetDescription() # SetItemNum() # SetConditionImage() BaseCreateSlotList + SlotList # m_createSlotType # m_pocketType # m_slot # m_slotList + OnInitialize() + CreateSlot() + DestroyItemSlotData() + RemoveItemSlotData() # RemoveNullSlotList() # SetSlotControllerData() # AddSelectUIControler() # DestroySlotList() # CreateSlotInstance() CreateNeedIngredientSlot - m_foodID + SetFoodID() # CreateSlotInstance() # SetSlotControllerData() #m_createNeedIngredientSlot FoodSlotData # m_priceNumText + SetItemSlotData()

MonoBehaviour

- + InitializeSlotData()
- # CreateNeedIngredient()
- # SetPriceText()
- ProvideFoodSlotData m_providePossibleNumText

- m_soldNumText

- m_soldPriceText + Start()
- + SetItemSlotData() + InitializeSlotData()
- Update()
- SetProvideFoodData() - SetProvidePossibleNumText()
- SetSoldNumText()
- SetSoldPriceText() Check()

SoldOutProvideFoodSlotData

SoldOut()

- - m_soldOutColor Start()