MonoBehaviour

SelectUIController.UIData

- + UI
- + SelectUIType
- + PressSoundPath
- m_ui
- m_selectUIType
- m_pressSoundPath

#m_currentSelectUIData

SelectUIController

- + 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_tweenerm scaleRect
- m_defaultScale
- m pressInputAction
- m_holdInputAction
- m_selectSoundName
- . 6 11 1 1 0
- + OnUpdate()
- + OnLateUpdate()
- + IsPressButton()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject()+ NullCheck()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # Left()
- # Right()
- # PlaySelectSound()
- # PlayPressSound()
- OnDestroy()
- DoScale()
- Awake()
- CurrentUISelectCheck()SelectActionWindowUI()
- OnPut()

#m_selectUIController

- OnUse()
- SelectUI()
- Up()
- Down()

m_createSlotType

+ SlotList

m_slot

BaseCreateSlotList

- # m_slotList
- m_lineBreak+ OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()
- Λ

CreateProvideFoodUseIngredient SlotList

CreateSlotInstance()