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_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()
- 3 0 3 0 4 B 6 F 6 ...

#m_selectUIController

- + SlotList # m_createSlotType
- # m_slot # m_slotList

BaseCreateSlotList

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

- CreateRecipeSlotList # m_pocketType
- + CheckCreate()

CreateSlotInstance()