	MonoBehaviour
;	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\_easeType
- + OnUpdate()
- + OnLateUpdate()
- + IsPressButton()
- + SetConstraintCount()
- + FindToSetUI()
- + AddUIList()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject()
- + CheckAlwaysCreate()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # SetCurrentSelectUI()
- # Left()
- # Right()
- DoScale()
- Awake() - OnPress()
- NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- IsWidthExceed()
- IsWidthBelow() - IsHeightExceed()
- IsHeightBelow()

#m\_selectUIController

## BaseCreateSlotList

- + SlotList
- # m\_createSlotType
- # m\_pocketType
- # m slot
- # m\_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList() # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()

## CreateActionItemSlotList

- + SlotObj
  - + CreateSlot()
- # CreateSlotInstance() - GetItemSlotDataList()