SelectUIController.UIData
- + UI
- + SelectUIType
- + PressSoundPath
- - m_ui
- - m_selectUIType
- - m_pressSoundPath

MonoBehaviour

#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()
-   □□□ 6 □□…

ItemSlotData
- + ItemTypeID
- + ItemID
- + PocketType
- # m_itemImage
- # m_nameText
- # m_descriptionText
- # m_conditionImage
- # m_numText
- # m_itemTypeID
- # m_itemID
- # m_pocketType
- # m_conditionBackColor
- # m_conditionBackAlpha
- + SetItemSlotData()
- + InitializeSlotData()
- # SetItemImage()
- # SetItemName()
- # SetDescription()
- # SetItemNum()
- # SetConditionImage()
- # SetConditionBackColor()

#m_selectUIController

BaseCreateSlotList
- + SlotList
- # m_createSlotType
- # m_slot
- # m_slotList
- - m_lineBreak
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

CreateNeedIngredientSlot
- # m_pocketType
- # m_foodID
- + SetFoodID()
- # CreateSlotInstance()

#m_createNeedIngredientSlot

FoodSlotData
- # m_priceNumText
- + SetItemSlotData()
- + InitializeSlotData()
- # CreateNeedIngredient()
- # SetPriceText()

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