MonoBehaviour $\Delta\Delta\Delta\Delta$ 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 ...

+ ItemTypeID

ItemSlotData

- + ItemID # m itemImage
- # m_nameText
- # m_descriptionText # m_conditionImage
- # m numText # m_itemTypeID
- # m itemID
- # m_pocketType + SetItemSlotData()
- + InitializeSlotData() # SetItemImage()
- # SetItemName() # SetDescription()
- # SetItemNum()
- # SetConditionImage()

BaseCreateSlotList + SlotList

m_pocketType

- # m_slot
- # m_slotList + OnInitialize()

m_createSlotType

- + CreateSlot()
- + DestroyItemSlotData() + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController() # DestroySlotList()
- # CreateSlotInstance()

- m_foodID + SetFoodID()

CreateNeedIngredientSlot

- # CreateSlotInstance()
- # SetSlotControllerData()

#m_createNeedIngredientSlot

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

SetPriceText()

m_priceNumText

#m selectUIController