SelectUIController.UIData + UI SelectUIType MonoBehaviour 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 BaseWindow + Input # m currentWidth # m_currentHeight # m_canvasGroup # m_currentConstraintCount # m_doSpead # m depthOfFieldType # m_isSelectChangeFlg # m_listCount # m_gameStopType WindowController # m_isPress # m_gameStopMoveType + Input # m_hideUIType - m_tweener + CreateWindowObject - m_scaleRect # m_globalVolume - m_defaultScale - m_createWindowType # m_hideCanvasGroupList - m_pressInputAction - m_window # m_input - m_holdInputAction - m_input + OnInitialize() - m_selectSoundName - m_createWindowObject + OnShow() + CreateWindow< WindowType >() + OnUpdate() + OnUpdate() + OnLateUpdate() + UpdateSelf() + OnClose() + IsPressButton() - Start() + OnDestroy() + Update< WindowType >() + AddUI() - Update() + SetHeadUIGameObject() - UpdateStart() # OnDOScale() + SetUIActionWindowGameObject() - UpdateInput() # OnDOAlpha() + NullCheck() - DestroyWindow() # SetGlobalVolume() + OnUpdateActionWindow() # SetDepthOfField() + OnLateUpdateActionWindow() # SetTimeScale() # HideOtherUI() # Left() # Right() # ShowOtherUI() # PlaySelectSound() # CreateWindow< T >() # PlayPressSound() - SetCanvasGroupList() - OnDestroy() - DoScale() - Awake() - CurrentUISelectCheck() - SelectActionWindowUI() OnPut() - OnUse() - SelectUI() - Up() - Down() 3 0 3 0 6 4 E ... -m_managementStorageWindow -m selectUIController Controller m_provideFoodWindowController SelectManagementWindow OnUpdate()

SelectButton()