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()

+ Input

BaseWindow

- # m_canvasGroup
- # m_doSpead # m_depthOfFieldType
- # m_gameStopType # m_gameStopMoveType
- # m_hideUIType
- # m_globalVolume
- # m_hideCanvasGroupList # m input
- + OnInitialize() + OnShow()
- + OnUpdate() + OnClose()
- + OnDestroy() # OnDOScale()
- # OnDOAlpha()
- # SetGlobalVolume() # SetDepthOfField()
- # SetTimeScale() # HideOtherUI()
- # ShowOtherUI() # CreateWindow< T >()
- # Transion() - SetCanvasGroupList()

#m selectUIController

m_slot # m_slotList

m_createSlotType # m_pocketType

BaseCreateSlotList

+ SlotList

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

CreateOrderFoodSlotList

- + OnInitialize()
- # CreateSlotInstance()

- GetCounterFoodDataList()

-m createOrderFoodSlotList

- MangementWindow
 - OnInitialize()

OnUpdate()