MonoBehaviour + PressSoundPath - m_ui - m_selectUIType MWW\ - m_pressSoundPath 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() 3 0 3 0 4 B 6 F 6 ... #m_selectUIController

SelectUIController.UIData

#m_currentSelectUIData

UI

+ SelectUIType

+ SlotList # m createSlotType

BaseCreateSlotList

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

m_pocketType

CreateRecipeSlotList

- + CheckCreate()

CreateSlotInstance()

CreateProvideFoodRecipeSlotList

Start()