	MonoBehaviour
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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
- + OnUpdate()
- + OnLateUpdate()
- + IsPressButton()
- + SetConstraintCount()
- + FindToSetUI()
- + AddUIList()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject()
- + CheckAlwaysCreate()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # SetCurrentSelectUI()
- # Left()
- # Right()
- Awake()
- OnPress()NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- IsWidthExceed()
- IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

-m_selectUIController

ChangeScrollViewPosition

- # m_isStop
- m_gridLayoutGroup
- m_scrollRectm_scrollRectTransform
- m_type
- m_isVertical

+ OnUpdate()

- m_isHorizontal
- + OnUpdateEveryTime()
- + ChangePosEdge()
- ChangePos()
- Center()Edge()
- DoMove()