## 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()
- 0010010
- Up()
- Down()
- IsWidthExceed()IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

-m\_selectUIController

## SelfChangeCurrentSelectUICursor Position

- m\_cursorPosition
- Update()
- ChangePosition()