	MonoBehaviour
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SelectUIController	
lList	

- + 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()

#m selectUIController

BaseCreateSlotList

- + SlotList
- # m_createSlotType
- # m_pocketType # m_slot
- # m_slotList

+ OnInitialize()

- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData() # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()

CreateSlotInstance()

DestroySlotList()