MonoBehaviour

SelectUIController.UIData
+	UI
+	SelectUIType
+	PressSoundPath
-	m_ui
-	m_selectUIType
-	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()

その他 6 件…

#m_currentSelectUIData

BaseWindowUI
#	m_unUpdateAlpha
-	m_canvasGroup

+	OnInitialize()
+	OnUpdate()
+	OnLateUpdate()
+	OnSelectInitialize()
+	OnSelectUpdate()
+	OnSelectExit()
+	SetAlpha()

#m_selectUIController

BaseProvideFoodUI
+	OnLateUpdate()
#	GetCurrentSelectItemSlotData< T >()