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_tweener m_scaleRect - m_defaultScale - m_easeType + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() OnDestroy() - DoScale() - Awake() - OnPress() - NullCheck()

CreateConditionImage - m_imageSize

- m_maxColor
- m_minColor - m_imageList
- m_conditionID
- m_level + CreateImage()
- SetImage()
- SetRectTransform() - DestroyConditionImage()

ChangeItemDescription

#m_selectUIController / #m_createConditionImage

m_typeTextMeshPro

m_typeImage

m_pocketType

 $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} \begin{bmatrix} 6 & 4 & E \\ F & 6 \end{bmatrix} \dots$

m_nameTextMeshPro

- CurrentUISelectCheck() - SelectActionWindowUI()

- OnPut() - OnUse() SelectUI()

- # m_descriptionTextMeshPro
- # m_levelTextMeshPro
- # m_healingValueTextMeshPro # m_conditionText
- # m numTextMeshPro # m_displayOne
- m_typeList
- m_typeImageList - m_itemImage
- m_itemImageList
- m_nameList - m_descriptionList
- m_levelList - m_healingValueList
- m_createConditionList - m_conditionList
- m_numList
- + OnUpdate() + ChangeSelectUIDescription()

+ OnInitialize()

- + ChangeDescription()
- # IsChangeDescription() # SetDescription()
- # InitDescription()
- # SetActiveList()
- # SetItemImage() # SetTypeText()
- # SetTypeImage()
- # SetNameText()
- # SetDescriptionText()
- # SetNumText()
- # SetLevelText()
- # SetHealingValueText() # SetConditionImage()
- # SetConditionText()
- # GetPocketItemDataManager() - CheckToSetActiveGameObject
- List< T >()

SetSelectUIController()

ChangeSelectProvideFoodDescription