

SelectUIController.UIData

+ UI

+ SelectUIType

+ PressSoundPath

- m\_ui

- m\_selectUIType

- m\_pressSoundPath

MonoBehaviour

SelectUIController

+ UICollection

+ 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()

3

0

1

2

0

1

6

4

E

6

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DetailUI

- m\_canvasGroup

- m\_isDisplay

+ OnInitialize()

+ OnUpdate()

- CheckDisplay()

- SetDisplay()

BaseCreateSlotList

+ SlotList

# m\_createSlotType

# m\_slot

# m\_slotList

- m\_lineBreak

+ OnInitialize()

+ CreateSlot()

+ DestroyItemSlotData()

+ RemoveItemSlotData()

# RemoveNullSlotList()

# SetLineBreak()

# AddSelectUIControler()

# DestroySlotList()

# CreateSlotInstance()

CreateNeedIngredientSlot

# m\_pocketType

# m\_foodID

+ SetFoodID()

# CreateSlotInstance()

SelectFoodDetailUI

+ OnInitialize()

+ OnUpdate()

- SetCreateNeedIngredientSlot()

#m\_currentSelectUIData

#m\_selectUIController

#m\_recipeSelectUIController

#m\_createNeedIngredientSlot