$\Delta\Delta\Delta\Delta$ 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 BaseWindowUI m_scaleRect # m_unUpdateAlpha - m_defaultScale - m_canvasGroup - m_easeType + OnInitialize() + OnUpdate() + OnUpdate() + OnLateUpdate() + OnLateUpdate() + IsPressButton() + OnSelectInitialize() + SetConstraintCount() + OnSelectUpdate() + FindToSetUI() + AddUIList() + OnSelectExit() + SetAlpha() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - OnDestroy() - DoScale() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() 3 0 3 0 6 F 6 ... -m_selectUIController #m_selectUIController #m_selectUIController BaseCreateSlotList ChangeScrollViewPosition # m_isStop + SlotList - m_gridLayoutGroup # m_createSlotType - m scrollRect # m_pocketType - m_scrollRectTransform # m_slot # m_slotList BaseProvideFoodUI - m_type + OnInitialize() - m_isVertical - m isHorizontal + CreateSlot() + OnLateUpdate() + OnUpdate() + DestroyItemSlotData() # GetCurrentSelectItemSlot Data< T >() + OnUpdateEveryTime() + RemoveItemSlotData() + ChangePosEdge() # RemoveNullSlotList() - ChangePos() # SetSlotControllerData() - Center() # AddSelectUIControler() - Edge() # DestroySlotList() - DoMove() # CreateSlotInstance() CreateRecipeSlotList -m_changeScrollViewPosition + CheckCreate() # CreateSlotInstance() -m_createRecipeSlotList SelectProvideFoodUI + OnInitialize()

+ OnSelectUpdate()- SetProvideFood()

MonoBehaviour