

SelectUIController.AddUI



```
graph LR; A[SelectUIController.AddUI] --> B[SelectUIController.SetHead UIGameObject]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is gray and contains the text 'SelectUIController.AddUI'. The right box is white with a black border and contains the text 'SelectUIController.SetHead UIGameObject' on two lines.

SelectUIController.SetHead  
UIGameObject