- 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() 3 0 3 0 4 E F 6 ... #m_selectUIController BaseCreateSlotList + SlotList

SelectUIController.UIData

UI

MonoBehaviour

+ SelectUIType

+ PressSoundPath

#m_currentSelectUIData

m_createSlotType

- # m slot
- # m_slotList
- m_lineBreak
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetLineBreak() # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

m_pocketType # m_foodID

CreateNeedIngredientSlot

- + SetFoodID()
- # CreateSlotInstance()

