## $\Lambda \Lambda \Lambda$ 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 + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck() SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() - Up() - Down() - IsWidthExceed() IsWidthBelow() - IsHeightExceed() - IsHeightBelow()

MonoBehaviour

## BaseCreateSlotList

#m\_selectUIController

- + SlotList
- # m\_createSlotType
- # m\_slot
- # m\_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData() # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()

## CreateItemSlotList

- # m\_pocketType
- # m\_itemTypeID
- # m\_slotListType
- # CreateSlotInstance()
- # GetPocketItemList() # GetSlotSize()
- # GetPocketItemDataManager()