## + UI SelectUIType MonoBehaviour + PressSoundPath 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() - Down() 3 0 3 0 6 F 6 ...

- Up()

SelectUIController.UIData

#m\_currentSelectUIData