## MonoBehaviour 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 m\_scaleRect - m\_defaultScale - m\_easeType + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Right() OnDestroy()

- # Left()

- DoScale()
- Awake()
- OnPress()
- NullCheck()
- CurrentUISelectCheck() SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- 3 0 3 0 6 4 E ...

#m\_selectUIController

BaseCreateSlotList

## + SlotList

- # m\_createSlotType
- # m pocketType
- # m slot
- # m\_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData() + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

## CreateProvideFoodSlotList

# CreateSlotInstance()

- Start()
- GetProvideFoodList()

-m createProvideFoodSlotList

## ManagementUI

- Start() Update()