MonoBehaviour

SelectUIController.UIData

- UI
- + SelectUIType
- + PressSoundPath
- m_ui
- m_selectUIType
- m_pressSoundPath

#m_currentSelectUIData

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()
- $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} \begin{bmatrix} 6 & 4 & E \\ F & 6 \end{bmatrix} \dots$

-m_selectUIController

ChangeScrollViewPosition # m_isStop

- m_gridLayoutGroup
- m_scrollRect
- m_scrollRectTransform
- m_type
- m_isVertical
- m_isHorizontal
- + OnUpdate()
- + OnUpdateEveryTime()
- + ChangePosEdge()
- Scroll()
- Center()
- Edge()
- DoMove()