MonoBehaviour ActionUIController - m_state AssignItemID - m_actionDictionary + ItemTypeID - m_actionUIList + ItemID m_actionUIPlace + AddState() PlayerParameters.PutItemInfo - m_itemTypeID m_itemTypeID - m_itemID + RemoveState() m_ingredientID m_itemID - Start() - SwitchState() - m_foodID + SetItemID() - OnShowUI() - Awake() - OnHideUI() - Start() - LoadPrefab() - OnGameObjectLoaded() - AllLoadCompleted() +m_ableGatheringItem -m_actionUIController +m_putItemInfo PlayerParameters + m_rollingPow + m_rollingAnimeSpeed + m_holdTrans + m_throwPower + m_mouseThrowAim + m handTrans + m throwAimCamera + m_playerfollowCamera + m_skillPrefab + m_spellEffect + m_obserbSkill1 + m_obserbSkill2 + m_isVanishWeapon + SearchEnemyDist + SpeedStick + StorySkill1_ID + StorySkill2_ID + UseSkill1Flg + UseSkill2Flg + TriggerStorySkill_1 + TriggerStorySkill_2 + PlayerRestartPosition + PlayerRestartForward + ActionItemWindowController - m_serchEnemyDist - m_speedStick - m_storySkill1_ID - m storySkill2 ID - m_useSkill1Flg - m_useSkill2Flg - m_triggerStorySkill_1 - m_triggerStorySkill_2 - m_vanishWeaponEvent - m_appearWeaponEvent - m_appearEventTime - m_eventTime - m playerRestartPosition

- m_playerRestartForward

+ SetPutItemInfo()+ StartVanishWeapon()+ UpdateVanishWeapon()

+ AppearWeapon()+ HideWeapon()+ AddActionUIState()+ RemoveActionUIState()

- m_actionItemWindowController