

SelectUIController.UIData

+ UI

+ SelectUIType

+ PressSoundPath

- m_ui

- m_selectUIType

- m_pressSoundPath

MonoBehaviour

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()

6 6 6...

BaseWindow

+ Input

m_canvasGroup

m_doSpead

m_depthOfFieldType

m_gameStopType

m_gameStopMoveType

m_hideUIType

m_globalVolume

m_hideCanvasGroupList

m_input

+ OnInitialize()

+ OnShow()

+ OnUpdate()

+ OnClose()

+ OnDestroy()

+ Update< WindowType >()

OnDOScale()

OnDOAlpha()

SetGlobalVolume()

SetDepthOfField()

SetTimeScale()

HideOtherUI()

ShowOtherUI()

CreateWindow< T >()

- SetCanvasGroupList()

CreateConditionImage

- m_imageSize

- m_maxColor

- m_minColor

- m_imageList

- m_conditionID

- m_level

+ CreateImage()

- SetImage()

- SetRectTransform()

- DestroyConditionImage()

BaseCreateSlotList

+ SlotList

m_createSlotType

m_slot

m_slotList

- m_lineBreak

+ OnInitialize()

+ CreateSlot()

+ DestroyItemSlotData()

+ RemoveItemSlotData()

RemoveNullSlotList()

SetLineBreak()

AddSelectUIControler()

DestroySlotList()

CreateSlotInstance()

CreateNeedIngredientSlot

m_pocketType

- m_foodID

+ SetFoodID()

CreateSlotInstance()

ConfirmationWindow

+ OnUpdate()

UpdateConfirmation()

ChangeItemDescription

m_pocketType

m_nameTextMeshPro

m_descriptionTextMeshPro

m_typeImage

m_typeTextMeshPro

m_maxNumText

m_levelTextMeshPro

m_numTextMeshPro

m_displayOneType

m_healingValueTextMeshPro

m_conditionText

m_conditionBackColor

m_conditionBackAlpha

m_pocketNumText

m_pocketNumList

- m_itemImage

- m_itemImageList

- m_nameList

- m_descriptionList

- m_typeImageList

- m_typeList

- m_maxNumTextList

- m_levelList

- m_numList

- m_healingValueList

6 6 6...

+ OnInitialize()

+ OnUpdate()

+ ChangeDescriptionSelectUI()

+ ChangeDescription()

IsChangeDescription()

SetDescription()

InitDescription()

SetActiveList()

GetCurrentSelectItemSlotData()

CheckToSetActiveGameObjectList< T >()

SetItemImage()

SetTypeText()

SetTypeImage()

SetMaxNumText()

10 6 6...

- SetCommonDescription()

- InitializeCommonDescription()

- SetCommonActiveList()

- SetEdibleItemDescription()

- InitializeEdibleItemDescription()

- SetEdibleItemActiveList()

- SetFoodDescription()

- InitializeFoodDescription()

- SetFoodActiveList()

- CreateNeedIngredientSlot()

7 6 6...

ChangeConfirmationItemDescription

ConfirmationItemWindow

+ SetDescription()

#m_currentSelectUIData

#m_selectUIController

#m_selectUIController

#m_createConditionImage

-m_createNeedIngredientSlot

-m_changeConfirmationItemDescription