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 + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - Awake() - OnPress()

m_maxColor - m_minColor - m_imageList - m_conditionID - m_level + CreateImage()

CreateConditionImage

- m_imageSize

- SetImage() - SetRectTransform()
- DestroyConditionImage()

ChangeItemDescription

#m_selectUIController / #m_createConditionImage

m_pocketType # m_typeTextMeshPro

m_typeImage

- NullCheck()

- OnPut() - OnUse() - SelectUI()

- Up() - Down()

- IsWidthExceed() - IsWidthBelow() - IsHeightExceed() - IsHeightBelow()

- CurrentUISelectCheck() - SelectActionWindowUI()

- # m nameTextMeshPro
- # m_descriptionTextMeshPro # m_levelTextMeshPro
- # m_healingValueTextMeshPro # m_conditionText
- # m_numTextMeshPro
- # m displayOne - m_typeList
- m_typeImageList - m_itemImage
- m_itemImageList
- m_nameList - m_descriptionList
- m_levelList
- m_healingValueList - m_createConditionList
- m_conditionList
- m_numList + OnInitialize()
- + OnUpdate() + ChangeSelectUIDescription()
- + ChangeDescription() # IsChangeDescription()
- # SetDescription() # InitDescription()
- # SetActiveList()
- # SetItemImage()
- # SetTypeText() # SetTypeImage()
- # SetNameText()
- # SetDescriptionText()
- # SetNumText() # SetLevelText()
- # SetHealingValueText()
- # SetConditionImage() # SetConditionText()
- # GetPocketItemDataManager()
- CheckToSetActiveGameObject List< T >()

ChangeSelectProvideFoodDescription

SetSelectUIController()