	MonoBehaviour	
A		
	SelectUIController	
+ UIList		
+ Current	tSelectUI	
+ IsSelec	+ IsSelectChangeFlg	
+ Constr	+ ConstraintCount	
+ IsPress	+ IsPress	
# m_uiLis	st	
# m_isLc	ор	
# m_inte	rpolationType	
# m_alwaysCreateType		
# m_currentSelectUI		
# m_currentWidth		
# m_curr	entHeight	
# m_curr	entConstraintCount	
# m_isSe	electChangeFlg	
# m_cons	straintCount	
# m_listC	Count	
# m_isPr	ess	
+ OnUpd	ate()	
+ OnLate	eUpdate()	
+ IsPress	sButton()	
+ SetCor	nstraintCount()	
+ FindTo	SetUI()	
+ AddUIL	_ist()	
+ AddUI(	)	
+ SetHea	adUIGameObject()	
+ SetUIA	actionWindowGameObject()	
+ Check	AlwaysCreate()	
+ OnUpd	ateActionWindow()	

- + Set
- + Set )
- + Che
- + On
- + OnLateUpdateActionWindow()
- # SetCurrentSelectUI()
- # Left()

- # Right()
- Awake()
- OnPress()
- NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- IsWidthExceed()
- IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

#m\_selectUIController

## BaseCreateSlotList

- + SlotList
- # m\_createSlotType
- # m\_slot
- # m\_slotList
- + OnInitialize()
- + CreateSlot() + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()

## CreateProvideFoodSlotList

- # m\_pocketType + CreateSlot()
- # CreateSlotInstance()
- GetProvideFoodList()