MonoBehaviour $\Delta M M M$

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()
- 3 0 3 0 4 B 6 F 6 ...

SelectUIActionWindowController **IsPut**

- IsUse IsThrow +
- m isPut
- m_isUse
- m_isThrow
- m selectScale
- m_notSelectScale
- m_duration
- + OnUpdate()
- + OnLateUpdate()
- CheckWithChange() +
- AddUI()
- SelectWindowUI()

SetSelectUIScale()

- OnPut()
- OnUse()
- OnThrow()