## MonoBehaviour

## 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()
- $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} \begin{bmatrix} 6 & 4 & E \\ F & 6 \end{bmatrix} \dots$

BaseCreateSlotList

#m\_selectUIController

## + 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()