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

#m\_selectUIController

## BaseWindow

- + Input
- # m\_canvasGroup
- # m\_doSpead
- # m\_depthOfFieldType
- # m\_gameStopType
- # m\_gameStopMoveType
- # m\_hideUIType
- # m\_globalVolume
- # m\_hideCanvasGroupList
- # m\_input
- + OnInitialize()
- + OnShow()
- + OnUpdate()
- + OnClose()
- 0.0
- + OnDestroy()
- # OnDOScale()
- # OnDOAlpha()
- # SetGlobalVolume()
- # SetDepthOfField()
- # SetTimeScale()
- # HideOtherUI()
  # ShowOtherUI()
- # CreateWindow< T >()
- # Transion()
- SetCanvasGroupList()

JudgeWindow

# m\_yesUI

# m\_noUI

- # m\_judgeFlg + OnUpdate()
- + OnSelfUpdate()
- # UpdateJudge()
- CheckPressSelectButton()