$\Lambda\Lambda\Lambda\Lambda$ 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 - m_easeType + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() DoScale() - Awake() - OnPress() - NullCheck() CurrentUISelectCheck() SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() - Up() - Down() IsWidthExceed() - IsWidthBelow() - IsHeightExceed() IsHeightBelow() #m_selectUIController

MonoBehaviour

BaseCreateSlotList

+ SlotList # m_createSlotType

- # m_pocketType
- # m slot
- # m slotList
- + OnInitialize()
- + CreateSlot() + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController() # DestroySlotList()
- # CreateSlotInstance()

CreateNeedIngredientSlot - m_foodID

- + SetFoodID()
- # CreateSlotInstance()
- # SetSlotControllerData()

ProvideFoodCreateNeedIngredient SlotList

Start()