SelectUIController.UIData

+ UI
+ SelectUIType
+ PressSoundPath
- m_ui
- m_selectUIType
- m_pressSoundPath

MonoBehaviour

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()
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#m_currentSelectUIData

#m_selectUIController

BaseCreateSlotList

+ SlotList
# m_createSlotType
# m_slot
# m_slotList
- m_lineBreak
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
# RemoveNullSlotList()
# SetLineBreak()
# AddSelectUIControler()
# DestroySlotList()
# CreateSlotInstance()

CreateProvideFoodSlotList

CreateSlotInstance()
- GetProvideFoodList()

CreateProvideFoodUseIngredient SlotList

CreateSlotInstance()

-m_createProvideFoodSlotList

-m_createProvideFoodUseIngredient SlotList

ChangeResultDescription

- m_soldNumText
- m_earnedMoneyText
- m_totalEarnedMoneyText
- m_cameCustomerNumText
- m_cameNormalCustomerNumText
- m_cameAngryCustomerNumText
+ OnInitialize()
# SetDescription()
- SetSoldNumText()
- CreateProvideFoodSlot()
- CreateProvideFoodUseIngredient Slot()
- SetEarnedMoneyText()
- SetTotalEarnedMoneyText()
- SetCameCustomerNumText()
- SetCameNormalCustomerNum Text()
- SetCameAngryCustomerNumText()