

+ 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()