MonoBehaviour

MMM

- 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()
- ioi roodbattorit,
- + AddUI()
- + SetHeadUIGameObject()+ SetUIActionWindowGameObject()
- + NullCheck()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # Left()
 # Right()
- # PlaySelectSound()
 # PlayPressSound()
- OnDestroy()DoScale()
- Awake()CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()Up()
- Down()

BaseCreateSlotList

#m selectUIController

+ SlotList # m createSlotType

- # m_slot
- # m_slotList
- m_lineBreak
- + OnInitialize()+ CreateSlot()
- + DestroyItemSlotData()+ RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()
- # m_itemTypeID
 - # m_slotListType
 - # m_pocketType
 # CreateSlotInstance()
- # GetSlotSize()