```
                    ┌─────────────────────┐
                    │   MonoBehaviour     │
                    ├─────────────────────┤
                    │                     │
                    ├─────────────────────┤
                    │                     │
                    └─────────────────────┘
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```

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_tweener
- m_scaleRect
- m_defaultScale
- m_easeType

+ OnUpdate()
+ OnLateUpdate()
+ IsPressButton()
+ SetConstraintCount()
+ FindToSetUI()
+ AddUIList()
+ AddUI()
+ SetHeadUIGameObject()
+ SetUIActionWindowGameObject()
+ CheckAlwaysCreate()
+ OnUpdateActionWindow()
+ OnLateUpdateActionWindow()
# SetCurrentSelectUI()
# Left()
# Right()
- OnDestroy()
- DoScale()
- Awake()
- OnPress()
- NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
□□□ 6 □□…

-m_selectUIController

SelfChangeCurrentSelectUICursor Position

-	m_cursorPosition
-	Update()
-	ChangePosition()