MonoBehaviour
 ΔΛΛΔ

## 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\_scaleRectm 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()

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-m\_selectUIController

## ChangeScrollViewPosition

- # m\_isStop
  - m\_gridLayoutGroup
- m\_scrollRectm scrollRectTransform
- m\_type
- m\_isVertical
- m\_isHorizontal
- + OnUpdate()
- + OnUpdateEveryTime()
- + ChangePosEdge()- ChangePos()
- Center()
- Edge()DoMove()