

# m\_isPress
- m\_tweener
- m\_scaleRect
- m\_defaultScale
- m\_easeType
+ OnUpdate()
+ OnLateUpdate()
+ IsPressButton()
+ SetConstraintCount()

+ FindToSetUI() + AddUIList() + AddUI()

+ SetHeadUIGameObject()

+ CheckAlwaysCreate()+ OnUpdateActionWindow()+ OnLateUpdateActionWindow()

# SetCurrentSelectUI()

CurrentUISelectCheck()SelectActionWindowUI()

# Left() # Right()

OnDestroy()DoScale()Awake()OnPress()NullCheck()

OnPut()OnUse()SelectUI()

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 $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} \begin{bmatrix} 4 & E \\ F & 6 \end{bmatrix} \dots$ 

IsPut IsUse

IsThrow
m\_isPut
m\_isUse
m\_isThrow
m\_selectScale
m\_notSelectScale

m\_duration OnUpdate()

AddUI()

OnPut()
OnUse()
OnThrow()

OnLateUpdate()
CheckWithChange()

SelectWindowUI()

SetSelectUIScale()

SelectUIActionWindowController

+ SetUIActionWindowGameObject()