MonoBehaviour

- 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()
- + AddUI()
- + SetHeadUIGameObject()
- + SetUIActionWindowGameObject() + NullCheck()
- + OnUpdateActionWindow()
- + OnLateUpdateActionWindow()
- # Left()
- # Right()
- # PlaySelectSound()
- # PlayPressSound()
- OnDestroy()
- DoScale()
- Awake() CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} 6 \begin{bmatrix} 4 & E \\ F & 6 \end{bmatrix} \dots$

#m_selectUIController

+ SlotList # m_createSlotType

BaseCreateSlotList

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

CreateProvideFoodSlotList

- # CreateSlotInstance() GetProvideFoodList()