SelectUIController.UIData

- + UI
- + SelectUIType
- + PressSoundPath
- m_ui
- m_selectUIType
- m_pressSoundPath

#m_currentSelectUIData

MonoBehaviour

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

InputActionButton

m_inputActionReference

+ InputActionReference

m_buttonImage

- m_gaugeImage

- m_canvasGroup

- m_imPossibleAlpha

+ IsInputActionTrriger()

UpdateButtonImage()

- UpdateHoldGage()

m_holdType

- m_pressSE

IsPress()

- Start()

- Update()

- PlaySE()

- SetColor()

- 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

CreateFoodInputActionButton

- m_isPress
- # IsPress()