MonoBehaviour #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 CreateConditionImage - m_scaleRect - m imageSize - m_defaultScale - m_maxColor - m_pressInputAction - m_minColor - m_holdInputAction - m_imageList - m_selectSoundName - m_conditionID + OnUpdate() - m_level + OnLateUpdate() + CreateImage() + IsPressButton() - SetImage() + AddUI() - SetRectTransform() + SetHeadUIGameObject() - DestroyConditionImage() + SetUIActionWindowGameObject() + NullCheck() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # Left() # Right() # PlaySelectSound() # PlayPressSound() - OnDestroy() - DoScale() Awake() - CurrentUISelectCheck() - SelectActionWindowUI() - OnPut() - OnUse() - SelectUI() - Up() - Down() 3 0 3 0 6 F 6 ... #m_selectUIController #m_createConditionImage ChangeItemDescription # m_pocketType # m_typeTextMeshPro # m_typeImage # m_nameTextMeshPro # m_descriptionTextMeshPro # m_levelTextMeshPro # m_healingValueTextMeshPro # m_conditionText # m_conditionBackColor # m_conditionBackAlpha # m_numTextMeshPro # m_displayOne # m_displayTimes - m_typeList - m_typeImageList - m_itemImage - m_itemImageList - m_nameList - m_descriptionList - m_levelList - m_healingValueList

- m_createConditionList

+ ChangeSelectUIDescription()

+ ChangeDescription()# IsChangeDescription()

SetDescriptionText()

SetNumText()

SetDescription()
InitDescription()
SetActiveList()
SetItemImage()
SetTypeText()
SetTypeImage()
SetNameText()

m_conditionListm_numListOnInitialize()OnUpdate()

SelectUIController.UIData

SelectUIType

+ PressSoundPath

m_selectUITypem_pressSoundPath

+ UI

m_ui