

SelectUIController.UIData

+ UI

+ SelectUIType

+ PressSoundPath

- m_ui

- m_selectUIType

- m_pressSoundPath

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

- 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()

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CreateConditionImage

- m_imageSize

- m_maxColor

- m_minColor

- m_imageList

- m_conditionID

- m_level

+ CreateImage()

- SetImage()

- SetRectTransform()

- DestroyConditionImage()

ChangelItemDescription

m_pocketType

m_typeTextMeshPro

m_typelImage

m_nameTextMeshPro

m_descriptionTextMeshPro

m_levelTextMeshPro

m_healingValueTextMeshPro

m_conditionText

m_conditionBackColor

m_conditionBackAlpha

m_numTextMeshPro

m_displayOne

m_displayTimes

- m_typeList

- m_typelImageList

- m_itemImage

- m_itemImageList

- m_nameList

- m_descriptionList

- m_levelList

- m_healingValueList

- m_createConditionList

- m_conditionList

- m_numList

+ OnInitialize()

+ OnUpdate()

+ ChangeSelectUIDescription()

+ ChangeDescription()

IsChangeDescription()

SetDescription()

InitDescription()

SetActiveList()

SetItemImage()

SetTypeText()

SetTypelImage()

SetNameText()

SetDescriptionText()

SetNumText()

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ChangeConfirmationItemDescription

#m_currentSelectUIData

#m_selectUIController #m_createConditionImage