MonoBehaviour SelectUIController + UIList + CurrentSelectUI + IsSelectChangeFlg + ConstraintCount + IsPress # m_uiList # m isLoop # m_interpolationType # m_alwaysCreateType # m_currentSelectUI # m_currentWidth # m_currentHeight # m_currentConstraintCount # m_isSelectChangeFlg # m_constraintCount # m_listCount # m isPress + OnUpdate() + OnLateUpdate() + IsPressButton() + SetConstraintCount() + FindToSetUI() + AddUIList() + AddUI() + SetHeadUIGameObject() + SetUIActionWindowGameObject() + CheckAlwaysCreate() + OnUpdateActionWindow() + OnLateUpdateActionWindow() # SetCurrentSelectUI() # Left() # Right() - Awake() - OnPress() - NullCheck() - CurrentUISelectCheck()

CreateConditionImage m_imageSize

- m_imageSize
- m_maxColor
- m_minColorm_imageList
- m_conditionID
- m_level+ CreateImage()
- SetImage()

- SetRectTransform()

- DestroyConditionImage()

ChangeItemDescription

#m_selectUIController / #m_createConditionImage

m_typeImage

m_pocketType

m_nameTextMeshPro

m_typeTextMeshPro

- SelectActionWindowUI()

OnPut()OnUse()SelectUI()

- Up()- Down()

IsWidthExceed()IsWidthBelow()IsHeightExceed()IsHeightBelow()

m_descriptionTextMeshPro

m_levelTextMeshPro

m_healingValueTextMeshPro
m_conditionText

m_numTextMeshPro # m_displayOne

m_typeListm_typeImagel

m_typeImageListm_itemImage

m_itemImageListm_nameList

m_descriptionListm_levelList

- m_healingValueList

- m_createConditionList

- m_conditionList- m_numList+ OnInitialize()

+ OnUpdate()+ ChangeSelectUIDescription()

+ ChangeDescription()

IsChangeDescription()

SetDescription()
InitDescription()

SetActiveList()

SetTypeText()

SetTypeText()
SetTypeImage()

SetNameText()

SetDescriptionText()

SetNumText()
SetLevelText()

SetHealingValueText()

SetConditionImage()

SetConditionText()
GetPocketItemDataManager()

List< T >()

- CheckToSetActiveGameObject

ChangeInventoryDescription