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()CurrentII
- CurrentUISelectCheck()SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up() - Down()
- $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} \begin{bmatrix} 6 & 4 & E \\ F & 6 \end{bmatrix} \dots$

#m_selectUIController

+ SlotList # m_createSlotType

BaseCreateSlotList

- # m_slot
- # m_slotList
- m_lineBreak+ OnInitialize()
- + OnInitialize()
 + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()
- $\frac{1}{2}$
- CreateNeedIngredientSlot
- # m_pocketType
 # m_foodID
- + SetFoodID()
- # CreateSlotInstance()