

- # 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() SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- IsWidthExceed()
- IsWidthBelow() - IsHeightExceed()
- IsHeightBelow()

-m_selectUIController

SelfChangeCurrentSelectUICursor Position

- m cursorPosition
- Update()
- ChangePosition()