

## Manager Script

```
참조 10개
public class CoupleShopManager : MonoBehaviour
{
    #region Property
    [SerializeField] FMSceneManager m_FMSceneManager; // 씬 탭 매니저

    private NetworkManager netMgr; // 네트워크 매니저
    private PacketBase RecvPacket;

    public MsgBoxInfo nMsgBox; // 메시지 박스
    public CoupleShopUI m_CSUI; // 커플샵 UI 매니저
    public CoupleShopCharacter m_CSCharacter; // 커플샵 캐릭터 매니저

    private byte m_bySendMyItemPart;
```

## Message Manager

```
#region Msg
//커플 샵 메시지 처리
참조 1개
private IEnumerator MsgProc()
{
    yield return new WaitUntil(() => (GameManager.i.nMsg.Length > 0));
    while (true)
    {
        if (nMsgBox.IsActive() == true) yield return null;

        //커플 커플샵 나갔을때
        if (GameManager.i.nMsg == "MSG_COUPLE_OUT")
        {
            string szMsg1 = string.Format(DataManager.i.GetText("COUPLE_OUT"));
            nMsgBox.SetBtnListener(eMsgBtnType.BTN_OK, delegate { CoupleOutMsg(); });
            nMsgBox.DrawMessageBox(szMsg1, eMsgBoxType.OK);
        }

        //미작업 콘텐츠 처리 메시지
        if (GameManager.i.nMsg == "UNWORKED")
        {
            string szMsg1 = string.Format(DataManager.i.GetText("UNWORKED"));
            nMsgBox.SetBtnListener(eMsgBtnType.BTN_OK, delegate { MsgReset(); });
            nMsgBox.DrawMessageBox(szMsg1, eMsgBoxType.OK);
        }

        yield return null;
    }
}

참조 1개
private void MsgReset()
{
    GameManager.i.nMsg = string.Empty;
}

//커플샵 메시지 버튼 관련 함수
참조 1개
private void CoupleOutMsg()
{
    //AvatarManagePacket.i.RequestAvatarEquip();
    GameManager.i.nMsg = string.Empty;
}

#endregion
```

```

참조 33개
public void DrawMessageBox(string strText, eMsgBoxType msgType)
{
    if(IsActive())
    {
        SetText(strText);
    }
    else
    {
        SetText(strText);
        SetUIState(msgType);
        SetActive(true);
    }
}

```

```

참조 31개
public void SetBtnListener(eMsgBtnType btnType, UnityAction call)
{
    if (IsActive()) return;

    if (btnType == eMsgBtnType.BTN_OK)
    {
        bt_confirm.onClick.RemoveAllListeners();
        bt_confirm.onClick.AddListener(call);
    }
    else
    {
        PointExitTextColor();
        bt_cancel.onClick.RemoveAllListeners();
        bt_cancel.onClick.AddListener(call);
    }
}

```

## Network Manager

```

#region Network
//커플샵 네트워크
참조 2개
void PacketRecvEventCall(PacketID pid)
{
    RecvPacket = netMgr.GetPacket(pid);
    if (RecvPacket != null)
    {
        if(pid == PacketID.Avatar)//11
        {
            CharacterSetting();
        }
        if(pid == PacketID.AvatarManager)//19
        {
            RequestMyItemList();
            //RequestCartList();
        }
        if(pid == PacketID.Wedding)//31
        {
            CoupleInfo();
        }
        if (pid == PacketID.CoupleShop)//48
        {
            CoupleOut();
        }
    }
}

참조 1개
private void CoupleInfo()
{
    if (RecvPacket.IsValid(12))
    {
        NetMsg msg = RecvPacket.GetResult(12);

        if (msg == 0)
        {
            m_CSUI.CSCoupleInfo.SetCoupleInfo();
        }
    }
}

```

## Manager Initialize

```
참조 1개
private void CoupleShopManager_Init()

{
    Debug.Log("CoupleShop_Init");
    netMgr = GameManager.i.netManager;
    netMgr.onRecvEventCall += PacketRecvEventCall;

    //유저 현재 위치
    CoupleShopPacket.i.SendPosition((int)eUserPos.POS_COUPLE_SHOP);
    StateFactory.i.g_wCurLocation = StateFactory.eLocType.LOC_COUPLE_SHOP;

    //내 아이템 리스트 요청
    m_bySendMyItemPart = 0;
    AvatarManagePacket.i.RequestMyItemList((FMConfig.eAvatarTab)m_bySendMyItemPart);

    //패션선택 탭 매니저
    m_FMSceneManager.CurrentFMScene = (int)FMSceneManager.eFMScene.COUPLES SHOP;
    m_FMSceneManager.FMSceneTabClick(m_FMSceneManager.CurrentFMScene);

    //커플샵 UI
    m_CSUI = this.GetComponent<CoupleShopUI>();
    m_CSUI.CoupleShopUI_Init();
    //커플샵 캐릭터
    m_CSCharacter = this.GetComponent<CoupleShopCharacter>();
    m_CSCharacter.CoupleShopCharacter_Init();

    //메시지 박스
    GameObject MsgBoxPrefab = AssetManager.i.LoadAsset<GameObject>("data/graphic", "Prefab/Scene/ServerChannel/system_popup/msgbox.prefab");
    MsgBoxPrefab = Instantiate(MsgBoxPrefab, m_CSUI.CanvasRoot.transform);
    nMsgBox = MsgBoxPrefab.GetComponent<MsgBoxInfo>();
    nMsgBox.Init();
    nMsgBox.gameObject.SetActive(false);
    StartCoroutine(MsgProc());
}
```

## UI Script

```
참조 5개
public class CoupleShopUI : MonoBehaviour

{
    #region Property
    [SerializeField] public Canvas CanvasRoot; // Canvas
    [SerializeField] RectTransform ListContent; // 아이템 생성용 Content
    [SerializeField] CSSlotItem ItemPrefab; // 리스트 아이템
    [SerializeField] public GameObject BuyPopUp; //구매 관련 팝업창
    [SerializeField] TextMeshProUGUI MenuTabText; // 메뉴 탭 Text
    [SerializeField] Button TransWomanButton; //여자 성별 버튼
    [SerializeField] Button TransManButton; //남자 성별 버튼
    [SerializeField] Button[] AvatarSubBtn; //아바타 파츠 별 버튼
    [SerializeField] GameObject AvatarSubBtnRoot; //아바타 파츠 별 버튼 루트
    [SerializeField] GameObject AccSubBtnRoot; //악세서리 버튼 루트
    [SerializeField] Scrollbar m_Scroll; //Scroll
    [SerializeField] public CoupleInfo CSCoupleInfo; //커플인포 UI
    [SerializeField] GameObject Btn_MenuRoot; //메뉴 탭 버튼 루트
    [SerializeField] CoupleDress CSPopUpDress; //현재 입은 옷 팝업
    [SerializeField] CoupleRingPreviewPopUp CoupleRingPreview; //커플링 프리뷰
    [SerializeField] CSCashInfoPopUp CashInfoPopUp; //캐쉬 인포 팝업

    [SerializeField] CSSingleAccount m_pCSingleAccount;

    [SerializeField] PopUpItemInfo pCSPopUpManager; // 커플샵 팝업 매니저.

    [SerializeField] public TextMeshProUGUI MyCash; // 캐시 정보
    [SerializeField] public TextMeshProUGUI MyMoney; // 돈 정보

    참조 2개
    public PopUpItemInfo CSPopUp() { if (pCSPopUpManager != null) return pCSPopUpManager; return null; }

    public int itemListCount; // 보여줄 아이템 수
    private CSSlotItem[] itemList; // 보여줄 아이템 리스트
    private int genderTab; // 성별 탭
    private int selectMenuTab; // 메뉴 탭

    private List<DrawCSItemInfo>[] vecNewSortPopularAvatarInfo = new List<DrawCSItemInfo>[(int)eGender.GENDER_NUM, (int)eMENU_TAB.CS_TAB_TOTAL];
    private List<DrawCSItemInfo>[] vecNewSortAvatarInfo = new List<DrawCSItemInfo>[(int)eGender.GENDER_NUM, (int)eMENU_TAB.CS_TAB_TOTAL];
    private List<DrawCSItemInfo>[] m_vecAvatarInfo = new List<DrawCSItemInfo>[(int)eGender.GENDER_NUM, (int)eMENU_TAB.CS_TAB_TOTAL];
    private List<DrawCSItemInfo> m_vecCurAvatarInfo = new List<DrawCSItemInfo>();
    private ArrayList m_vecAvatarIndex = new ArrayList();
    public GameObject[] avatarObj; //아이템 리스트 아바타
}
```

```
참조 1개
public void CoupleShopUI_Init()
{
    CSManager = this.GetComponent<CoupleShopManager>();
    SetMyMoneyInfo();
    InitTab();
    //CSCoupleInfo.SetCoupleInfo();
    CreateListItem();
    ItemListSetting();
}
```

## Button Event

```
#region ButtonClick
참조 0개
public void CashInfoPopUpClose()
{
    CashInfoPopUp.gameObject.SetActive(false);
}

참조 0개
public void CashInfoPopUpClick()
{
    if (CashInfoPopUp.gameObject.activeSelf)
        CashInfoPopUp.gameObject.SetActive(false);
    else
    {
        CashInfoPopUp.gameObject.SetActive(true);
        CashInfoPopUp.SetCashInfoPopUp();
    }
}

참조 0개
public void PreviewPopUpClose()
{
    CoupleRingPreivewPopUp(false, 0);
}

참조 0개
public void PopUpDressClick()
{
    CSPopUpDress.gameObject.SetActive(true);
    ArrayList myList = CSManager.m_CSCharacter.m_MyEquipAvatarList;
    ArrayList cpIList = CSManager.m_CSCharacter.m_CoupleEquipAvatarList;
    CSPopUpDress.SetCoupleDressPopUpBtn(myList, cpIList);
}

참조 0개
public void HairTabClick()
{
    selectMenuTab = (int)eMENU_TAB.CS_TAB_HAIR;
    ButtonStringChange(selectMenuTab);
    TabMenuClick();
}

참조 0개
public void JacketTabClick()
{
    selectMenuTab = (int)eMENU_TAB.CS_TAB_JACKET;
    ButtonStringChange(selectMenuTab);
    TabMenuClick();
}
```

## ItemInfo Setting

```
private void SetItemInfo()
{
    if(m_vecCurAvatarInfo != null)
    {
        avatarObj = new GameObject[itemList.Count];
        for (int i = 0; i < m_vecCurAvatarInfo.Count; i++)
        {
            itemList[i].transform.gameObject.SetActive(true);

            AvatarInfo pInfo = DataManager.i.GetAvatar((int)m_vecCurAvatarInfo[i].SN);
            string fileName = pInfo.fileName;
            string folderName = "";
            string gender = "";

            int parts = pInfo.bit;
            int genderType = pInfo.gender;
            GameObject obi = null;
            Sprite img = null;
            //20
            if (parts == (int)AvatarInfo.AvatarParts.COUPLE_RING /*|| parts == (int)AvatarInfo.AvatarParts.COUPLE_REG*/)
            {
                switch (parts)
                {
                    case (int)AvatarInfo.AvatarParts.COUPLE_RING:
                        {
                            folderName = "couplering/";
                            break;
                        }
                    //case (int)AvatarInfo.AvatarParts.COUPLE_REG:
                    // {
                    //     folderName = "coupleregist/";
                    //     break;
                    // }
                }
                CoupleRingInfo pRing = DataManager.i.GetCoupleRing((int)m_vecCurAvatarInfo[i].SN);
                img = AssetManager.i.LoadAsset<Sprite>("data/graphic", string.Format("20/ShoppingMall_ver2/coupleshop/item/{0}{1}.png", FolderName, pRing.fileName));

                //아이템 슬롯 발 아이템 정보 전달
                itemList[i].ItemInfo.m_iListIndex = i;
                itemList[i].ItemInfo.m_iItemSN = pInfo.index;
                if (pInfo.cash > 1)
                {
                    itemList[i].ItemInfo.m_iPriceType = 0;
                    itemList[i].ItemInfo.m_iPrice = pInfo.cash;
                }
                else
                {
                    itemList[i].ItemInfo.m_iPriceType = 1;
                    itemList[i].ItemInfo.m_iPrice = pInfo.money;
                }
                itemList[i].ItemInfo.m_iPeriod = 7;
                itemList[i].ItemInfo.m_iItemName = pInfo.name;
            }
        }
    }
}
```

```

itemList[i].itemInfo.m.FileName = FileName;
itemList[i].itemInfo.m.FolderName = FolderName;
itemList[i].itemInfo.m.Parts = parts;
itemList[i].itemInfo.m.bPreviewBtn = true;
itemList[i].SetItemInfo();
itemList[i].Set2DItemImage(img);

//리니
if (pRing.imgSize > 1)
{
    if (itemList[i].Get2DItemImage().GetComponent<Animator>() == null)
        itemList[i].Get2DItemImage().gameObject.AddComponent<Animator>();

    Animator pAni = itemList[i].Get2DItemImage().GetComponent<Animator>();
    pAni.runtimeAnimatorController = AssetManager.i.LoadAsset<RuntimeAnimatorController>("data/graphic", string.Format("2D/ShoppingMall_Ver2/coupleshop/item/(0){1}.controller", FolderName, "ring"));
    pAni.SetInteger("DoubleKingsSN", pRing.SN);
    pAni.speed = pRing.speed;
}
else
{
    if (itemList[i].Get2DItemImage().GetComponent<Animator>() != null)
    {
        Animator pAni = itemList[i].Get2DItemImage().GetComponent<Animator>();
        pAni.enabled = false;
    }
}
}
}

```

```

//도
else
{
    if (genderType == (int)AvatarInfo.AvatarGender.MALE)
    {
        gender = "man/";
    }
    else if (genderType == (int)AvatarInfo.AvatarGender.FEMALE)
    {
        gender = "woman/";
    }
    switch (parts)
    {
        case (int)AvatarInfo.AvatarParts.FACE:
        {
            FolderName = "Face/";
            break;
        }
        case (int)AvatarInfo.AvatarParts.JACKET:
        {
            FolderName = "Jacket/";
            break;
        }
        case (int)AvatarInfo.AvatarParts.PANTS:
        {
            FolderName = "Pants/";
            break;
        }
        case (int)AvatarInfo.AvatarParts.SHOES:
        {
            FolderName = "Shoes/";
            break;
        }
        case (int)AvatarInfo.AvatarParts.HAIR:
        {
            FolderName = "Hair/";
            break;
        }
        case (int)AvatarInfo.AvatarParts.ACESOR_HANDS:
        {
            FolderName = "Acc/";
            break;
        }
        case (int)AvatarInfo.AvatarParts.ACESOR_WINGS:
        {
            FolderName = "Acc/";
            break;
        }
        default:
        {
            if (parts == (int)AvatarInfo.AvatarParts.SHOES + (int)AvatarInfo.AvatarParts.JACKET + (int)AvatarInfo.AvatarParts.PANTS
                || parts == (int)AvatarInfo.AvatarParts.JACKET + (int)AvatarInfo.AvatarParts.PANTS
            )

```

```

if (parts == (int)AvatarInfo.AvatarParts.ACESOR_HANDS || parts == (int)AvatarInfo.AvatarParts.ACESOR_WINGS)
    obj = AssetManager.i.LoadAsset<BaseObject>("data/graphic", string.Format("Prefab/Character/(0){1}.prefab", FolderName, FileName));
else
    obj = AssetManager.i.LoadAsset<BaseObject>("data/graphic", string.Format("Prefab/Character/(0){1}(2).prefab", gender, FolderName, FileName));
}

if (obj != null)
{
    avatarObj[i] = BaseObjecr.Instantiate(obj, itemList[i].transform);
    avatarObj[i].transform.SetParent(itemList[i].transform);

    //아이템 슬롯 별 아이템 정보 전달
    itemList[i].itemInfo.m.ListIndex = i;
    itemList[i].itemInfo.m.ItemSN = pInfo.index;
    if (pInfo.cash > 1)
    {
        itemList[i].itemInfo.m.PriceType = 0;
        itemList[i].itemInfo.m.Price = pInfo.cash;
    }
    else
    {
        itemList[i].itemInfo.m.PriceType = 1;
        itemList[i].itemInfo.m.Price = pInfo.money;
    }
    itemList[i].itemInfo.m.Period = 7;
    itemList[i].itemInfo.m.ItemName = pInfo.name;
    itemList[i].itemInfo.m.FileName = FileName;
    itemList[i].itemInfo.m.FolderName = FolderName;
    itemList[i].itemInfo.m.Gender = gender;
    itemList[i].itemInfo.m.Parts = parts;
    itemList[i].itemInfo.m.bPreviewBtn = false;
    itemList[i].itemInfo.Avatar = avatarObj[i];

    int posY = m_vecOurAvatarInfo[i].posY - 75;
    float scale = m_vecOurAvatarInfo[i].scale;

    itemList[i].itemInfo.scale = scale;
    itemList[i].itemInfo.posY = posY;

    //생성된 아바타 정보 변경
    avatarObj[i].transform.localPosition = new Vector3(2560, posY, -30);
    avatarObj[i].transform.localScale = new Vector3(scale, scale, scale);
    avatarObj[i].transform.localRotation = Quaternion.Euler(0.0f, 160.0f, 0.0f);

    itemList[i].SetItemInfo();

    //레이어 비로 변경
    SetLayerRecursively(avatarObj[i].transform, "UI");
}
}
}

```

## ItemListSetting

```
private void ItemListSetting()
{
    eMENU_TAB eTab = eMENU_TAB.CS_TAB_NONE;
    DrawCSItemInfo pItemInfo = new DrawCSItemInfo();

    SortAvatarTable();

    //리스트 초기화
    for (int i = 0; i < (int)eGender.GENDER_NUM; i++)
    {
        for(int j = 0; j < (int)eMENU_TAB.CS_TAB_TOTAL; j++)
        {
            vecNewSortPopularAvatarInfo[i, j] = new List<DrawCSItemInfo>();
            vecNewSortAvatarInfo[i, j] = new List<DrawCSItemInfo>();
            m_vecAvatarInfo[i, j] = new List<DrawCSItemInfo>();
        }
    }
    vecNewSortPopularAvatarInfo.Initialize();
    vecNewSortAvatarInfo.Initialize();
    m_vecAvatarInfo.Initialize();

    //아바타 컬렉션 리스트에 데이터 추가
    for (int i = 0; i < m_vecAvatarIndex.Count; i++)
    {
        AvatarInfo pAvatarInfo = DataManager.I.GetAvatar((int)m_vecAvatarIndex[i]);
        if (pAvatarInfo.equipItem < 100 || pAvatarInfo.equipItem >= 300
            || pAvatarInfo.equipItem >= 1000 || pAvatarInfo.equipItem >= 10000) continue;

        if ((pAvatarInfo.money == 0 && pAvatarInfo.cash > 0) // Event
            || (pAvatarInfo.money == 1 && pAvatarInfo.cash == 1) // 제외
            || pAvatarInfo.cash == 0) // 기본아이템
            continue;

        switch (pAvatarInfo.bit)
        {
            case (int)AvatarInfo.AvatarParts.HAIR: eTab = eMENU_TAB.CS_TAB_HAIR; break;
            case (int)AvatarInfo.AvatarParts.PANTS: eTab = eMENU_TAB.CS_TAB_PANTS; break;
            case (int)AvatarInfo.AvatarParts.JACKET: eTab = eMENU_TAB.CS_TAB_JACKET; break;
            case (int)AvatarInfo.AvatarParts.SHOES: eTab = eMENU_TAB.CS_TAB_SHOES; break;
            case (int)AvatarInfo.AvatarParts.ALL:
            {
                if(pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.PETS)
                    eTab = eMENU_TAB.CS_TAB_PET;
                break;
            }
            case (int)AvatarInfo.AvatarParts.COUPLE_RING: eTab = eMENU_TAB.CS_TAB_RING; break;
            case (int)AvatarInfo.AvatarParts.COUPLE_REG: eTab = eMENU_TAB.CS_TAB_COUPLE_REG; break;
            case (int)AvatarInfo.AvatarParts.ETC: eTab = eMENU_TAB.CS_TAB_ITEM; break;
            case (int)AvatarInfo.AvatarParts.COUPLE_ROOM: eTab = eMENU_TAB.CS_TAB_COUPLE_ROOM; break;
            case (int)AvatarInfo.AvatarParts.ACESOR_HANDS: eTab = eMENU_TAB.CS_TAB_ACESOR; break;
            case (int)AvatarInfo.AvatarParts.ACESOR_WINGS: eTab = eMENU_TAB.CS_TAB_ACESOR; break;
            default: eTab = eMENU_TAB.CS_TAB_SET; break;
        }

        DrawCSItemInfo avatarInfo = new DrawCSItemInfo();
        avatarInfo.cash = pAvatarInfo.cash;
        avatarInfo.money = pAvatarInfo.money;
        avatarInfo.fileName = pAvatarInfo.fileName;
        avatarInfo.itemName = pAvatarInfo.name;
        avatarInfo.SN = pAvatarInfo.description;
        avatarInfo.bit = pAvatarInfo.bit;
        avatarInfo.gender = pAvatarInfo.gender;
        avatarInfo.posY = pAvatarInfo.nSelfBipedOffY;
        avatarInfo.scale = pAvatarInfo.scale * 100;

        if (pAvatarInfo.bit == (int)AvatarInfo.AvatarParts.FACE)
        {
            if (pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.MALE)
            {
                avatarInfo.scale += 300;
                avatarInfo.posY -= 545;
            }
            else if (pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.FEMALE)
            {
                avatarInfo.scale += 300;
                avatarInfo.posY -= 495;
            }
        }
        else if (pAvatarInfo.bit == (int)AvatarInfo.AvatarParts.HAIR)
        {
            if (pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.MALE)
            {
                avatarInfo.scale += 400 //200
                avatarInfo.posY -= 678 //385
            }
            else if (pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.FEMALE)
            {
                avatarInfo.scale += 400 //200
                avatarInfo.posY -= 618 //325
            }
        }
        else if (pAvatarInfo.bit == (int)AvatarInfo.AvatarParts.JACKET)
        {
            avatarInfo.scale += 100;
            avatarInfo.posY -= 100;
        }
        else if (pAvatarInfo.bit == (int)AvatarInfo.AvatarParts.PANTS)
        {
            avatarInfo.scale += 100;
        }
        else if (pAvatarInfo.bit == (int)AvatarInfo.AvatarParts.SHOES)
        {
            avatarInfo.scale += 400 //200
            avatarInfo.posY += 75;
        }
    }
}
```

```

if (pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.MALE || pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.UNISEX || pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.PETS)
{
    if (pAvatarInfo.isNew == 3 || pAvatarInfo.isNew == 103)
        vecNewSortPopularAvatarInfo[(int)eGender.GENDER_MEN, (int)eTab].Add(avatariInfo);
    else
        vecNewSortAvatarInfo[(int)eGender.GENDER_MEN, (int)eTab].Add(avatariInfo);

    vecNewSortPopularAvatarInfo[(int)eGender.GENDER_MEN, (int)eTab].Sort((a, b) => a.SN > b.SN ? -1 : 1);
    vecNewSortAvatarInfo[(int)eGender.GENDER_MEN, (int)eTab].Sort((a, b) => a.SN > b.SN ? -1 : 1);
}

if (pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.FEMALE || pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.UNISEX || pAvatarInfo.gender == (int)AvatarInfo.AvatarGender.PETS)
{
    if (pAvatarInfo.isNew == 3 || pAvatarInfo.isNew == 103)
        vecNewSortPopularAvatarInfo[(int)eGender.GENDER_WOMEN, (int)eTab].Add(avatariInfo);
    else
        vecNewSortAvatarInfo[(int)eGender.GENDER_WOMEN, (int)eTab].Add(avatariInfo);

    vecNewSortPopularAvatarInfo[(int)eGender.GENDER_WOMEN, (int)eTab].Sort((a, b) => a.SN > b.SN ? -1 : 1);
    vecNewSortAvatarInfo[(int)eGender.GENDER_WOMEN, (int)eTab].Sort((a, b) => a.SN > b.SN ? -1 : 1);
}

//민가상품
for (int iii = 0; iii < (int)eGender.GENDER_NUM; iii++)
{
    for (int jjj = 0; jjj < (int)eMENU.TAB_CS_TAB_TOTAL; jjj++)
    {
        for (int i = 0; i < vecNewSortPopularAvatarInfo[iii, jjj].Count; i++)
        {
            pItemInfo.SN = vecNewSortPopularAvatarInfo[iii, jjj][i].SN;
            pItemInfo.scale = vecNewSortPopularAvatarInfo[iii, jjj][i].scale;
            pItemInfo.posY = vecNewSortPopularAvatarInfo[iii, jjj][i].posY;
            m_vecAvatarInfo[iii, jjj].Add(pItemInfo);
        }
    }
}

//일반상품
for (int iii = 0; iii < (int)eGender.GENDER_NUM; iii++)
{
    for (int jjj = 0; jjj < (int)eMENU.TAB_CS_TAB_TOTAL; jjj++)
    {
        for (int i = 0; i < vecNewSortAvatarInfo[iii, jjj].Count; i++)
        {
            pItemInfo.SN = vecNewSortAvatarInfo[iii, jjj][i].SN;
            pItemInfo.scale = vecNewSortAvatarInfo[iii, jjj][i].scale;
            pItemInfo.posY = vecNewSortAvatarInfo[iii, jjj][i].posY;
            m_vecAvatarInfo[iii, jjj].Add(pItemInfo);
        }
    }
}

ResetItemInfo();
SortAvatarList(FMConfig.eAvatarSort.AVATAR_SORT_NORMAL); //AvatarSort.AVATAR_SORT_NEWEST -> 토 추후 작업

```

## Character Setting

```

//조작자
public void CharacterSetting()
{
    //기본 캐릭터 로드
    string szCommonPath = "Prefab/Character/";
    string szPrefab = string.Empty;

    string szManPrefab = "man/base/bm_c6004";
    string szWomanPrefab = "woman/base/wf_c6004";

    GameObject avatarMan = AssetManager.i.LoadAsset<GameObject>("data/graphic", string.Format("{0}{1}.prefab", szCommonPath, szManPrefab));
    GameObject avatarWoman = AssetManager.i.LoadAsset<GameObject>("data/graphic", string.Format("{0}{1}.prefab", szCommonPath, szWomanPrefab));
    GameObject avatarMy = null;

    if (avatarMan != null)
    {
        //커를남 아바타 생성(남자)
        avatarMan = Instantiate(avatarMan, UserRoot.transform);
        Vector3 ManAvatarPos = new Vector3(-1.316f, 0.112f, -2.092f);
        avatarMan.transform.position = ManAvatarPos;
        avatarMan.transform.localRotation = Quaternion.Euler(0.0f, 175.716f, 0.0f);
        partsManagerMan = avatarMan.GetComponent<PartsManager>();
        avatarMan.GetComponent<Animator>().runtimeAnimatorController = AniControllerMan;
        SetLayerRecursively(avatarMan.transform, "CHARACTER");

        //아바타 이미지를 내 아바타 정보 복사
        if (UserInfoPacket.i.sender == (int)AvatarInfo.AvatarGender.MALE)
        {
            avatarMy = Instantiate(avatarMan, UserRoot.transform);
            //위치, 회전 값만 필요한 위치로 수정
            Vector3 MyAvatarPos = new Vector3(-10.316f, 0.112f, -2.092f);
            avatarMy.transform.position = MyAvatarPos;
            avatarMy.transform.localRotation = Quaternion.Euler(0.0f, 175f, 0.0f);
        }
    }
}

```

```

if (avatarWoman != null)
{
    //커를삼 아바타 생성(여자)
    avatarWoman = Instantiate(avatarWoman, UserRoot.transform);
    Vector3 WomanAvatarPos = new Vector3(-2.154f, 0.112f, -2.080f);
    avatarWoman.transform.position = WomanAvatarPos;
    avatarWoman.transform.localRotation = Quaternion.Euler(0.0f, 153.923f, 0.0f);
    partsManagerWoman = avatarWoman.GetComponent<PartsManager>();
    avatarWoman.GetComponent<Animator>().runtimeAnimatorController = AniControllerWoman;
    SetLayerRecursively(avatarWoman.transform, "CHARACTER");

    //아바타 이미지를 내 아바타 정보 복사
    if (UserInfoPacket.i.gender == (int)AvatarInfo.AvatarGender.FEMALE)
    {
        avatarMy = Instantiate(avatarWoman, UserRoot.transform);
        //위치, 회전 값만 필요한 위치로 수정
        Vector3 MyAvatarPos = new Vector3(-10.316f, 0.112f, -2.092f);
        avatarMy.transform.position = MyAvatarPos;
        avatarMy.transform.localRotation = Quaternion.Euler(0.0f, 175f, 0.0f);
    }
}

//내가 입고 있는 의상 장착
m_MyEquipAvatarList = new ArrayList();
if (AvatarPacket.i.m_charmap[UserInfoPacket.i.szNick] != null)
{
    if (AvatarPacket.i.m_charmap[UserInfoPacket.i.szNick].vEquip != null)
    {
        int length = AvatarPacket.i.m_charmap[UserInfoPacket.i.szNick].vEquip.Count;
        for (int i = 0; i < length; ++i)
        {
            ushort SN = (ushort)AvatarPacket.i.m_charmap[UserInfoPacket.i.szNick].vEquip[i];
            if (SN != 0 && SN != 65534 && SN != 65535)
                PutOnItem((int)SN);
        }
    }
}
}

```