

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CardSetButton : MonoBehaviour
{

    public CardDeck cardDeck;
    public CardManager cardManager;

    public int CardId = -1;
    public int CardSetNum;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

    }

    //カードクリックした際そのカードを呼び出す
    public void CardSetButtonClick()
    {
        if(CardId == -1)
        {
            return;
        }

        if(cardManager.cards[CardId].holdNumber == 0)
        {
            return;
        }

        cardDeck.CardSet(CardId);
        cardDeck.CardDeckDisplay();
    }
}
```