

CreateCreateFoodNeedIngredient
SlotList.CreateSlotInstance

CreateNeedIngredientSlot.
CreateSlotInstance

BaseCreateSlotList.Destroy
SlotList

```
graph LR; A[CreateCreateFoodNeedIngredientSlotList.CreateSlotInstance] --> C[BaseCreateSlotList.DestroySlotList]; B[CreateNeedIngredientSlot.CreateSlotInstance] --> C;
```

The diagram consists of three rectangular boxes. On the left, there are two white boxes with black borders. The top box contains the text 'CreateCreateFoodNeedIngredient SlotList.CreateSlotInstance'. The bottom box contains the text 'CreateNeedIngredientSlot. CreateSlotInstance'. On the right, there is a single gray box with a black border containing the text 'BaseCreateSlotList.Destroy SlotList'. Two blue arrows point from the right side of the top white box and the right side of the bottom white box to the left side of the gray box.