

- # Right()

- DoScale()
- Awake()
- OnPress()
- NullCheck()
- CurrentUISelectCheck() SelectActionWindowUI()
- OnPut() - OnUse()
- SelectUI() 3 0 3 0 4 B 6 F 6 ...

#m_selectUIController

BaseCreateSlotList

- + SlotList
- # m_createSlotType
- # m_pocketType
- # m_slot
- # m_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()

CreateActionItemSlotList

- - + CreateSlot()

+ SlotObj

- # CreateSlotInstance()
- GetItemSlotDataList()