	MonoBehaviour
	$\frac{1}{1}$
BaseCreateSlotList	
+	SlotList
#	m_createSlotType
#	m_selectUIController
#	m_slot
#	m_slotList
+	OnInitialize()
+	CreateSlot()
+	DestroyItemSlotData()
+	RemoveItemSlotData()
#	RemoveNullSlotList()
#	SetSlotControllerData()
#	AddSelectUIController()
#	DestroySlotList()

## CreateItemSlotList # m\_pocketType # m\_itemTypeID # m\_slotListType # CreateSlotInstance() # GetPocketItemList() # GetSlotSize() # GetPocketItemDataManager()

# CreateSlotInstance()