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

BaseCreateSlotList

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CreateSlotInstance()

- + CheckCreate()
- CreateRecipeSlotList

CreateProvideFoodRecipeSlotList

Start()