

#m_selectUIController

BaseCreateSlotList

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

CreateManagementProvideFood SlotList

Start() CreateSlotInstance()

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