

- NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()

#m selectUIController

- OnPut()
- OnUse()
- SelectUI() 3 0 3 0 4 B 6 F 6 ...

BaseCreateSlotList

- + SlotList
- # m_createSlotType
- # m pocketType
- # m slot
- # m_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData() + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController() # DestroySlotList()
- # CreateSlotInstance()

CreateItemSlotList

- # m_itemTypeID
- # m_slotListType
- # CreateSlotInstance()
- # GetPocketItemList() # GetSlotSize()
- # GetPocketItemDataManager()