

- 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()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

- CreateNeedIngredientSlot - m_foodID
- + SetFoodID()
- # CreateSlotInstance()
- # SetSlotControllerData()