## MonoBehaviour BaseCreateSlotList + SlotList # m createSlotType # m selectUIController # m pocketType # m slot # m slotList + OnInitialize() + CreateSlot() + DestroyItemSlotData() + RemoveItemSlotData() # RemoveNullSlotList()

- # SetSlotControllerData() # AddSelectUIControler()
- # CreateSlotInstance()

# DestroySlotList()

## CreateItemSlotList # m itemTypeID # m slotListType # CreateSlotInstance() # GetPocketItemList() # GetSlotSize() # GetPocketItemDataManager()