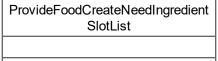
MonoBehaviour
BaseCreateSlotList
+ SlotList
# m_createSlotType
# m_selectUIController
# m_slot
# m_slotList
- m_lineBreak
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
# RemoveNullSlotList()
# SetLineBreak()
# AddSelectUIControler()
# DestroySlotList()
# CreateSlotInstance()
CreateNeedIngredientSlot
# m_pocketType
- m_foodID
+ SetFoodID()
# CreateSlotInstance()



Start()