

## otl ist

- + SlotList
- # m\_createSlotType
- # m\_slot
- # m\_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
  # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()

## $\Delta$

## # m\_pocketType

- + CheckCreate()
- # CreateSlotInstance()

CreateProvideFoodRecipeSlotList

Start()