MonoBehaviour
Δ
BaseCreateSlotList
+ SlotList
m_createSlotType
m_selectUIController
m_pocketType
m_slot
m_slotList
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
RemoveNullSlotList()
SetSlotControllerData()
AddSelectUIControler()
DestroySlotList()
CreateSlotInstance()
Δ
CreateNeedIngredientSlot
- m_foodID
+ SetFoodID()
CreateSlotInstance()
SetSlotControllerData()
Δ
ProvideFoodCreateNeedIngredient
SlotList

Start()