MonoBehaviour
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BaseCreateSlotList
+ SlotList
m_createSlotType
m_selectUIController
m_pocketType
m_slot
m_slotList
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
RemoveNullSlotList()
SetSlotControllerData()
AddSelectUIController()
DestroySlotList()
CreateSlotInstance()
CreateRecipeSlotList
+ CheckCreate()
CreateSlotInstance()
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 CreateProvideFoodRecipeSlotList
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- Start()