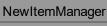
## MonoBehaviour

## BasePocketItemDataController

- + ListMaxSize
- + ItemDataList
- # m\_listMaxSize
- # m\_itemDataList
- m\_defaultInventoryItemDataList
- + AddItem()
- + RemoveItem()
- + IsInList()
- + GetItemNum()
- + GetItemList()
- + IsHave()
- + GetRandomItemData()
- Start()
- AddDefaultItemData()



- + instance
- + DeleteInstance()
- # Awake()