	MonoBehaviour
	Д
	BaseCreateSlotList
+	SlotList
#	m_createSlotType
#	m_selectUIController
#	m_pocketType
#	m_slot
#	m_slotList
+	OnInitialize()
+	CreateSlot()
+	DestroyItemSlotData()
+	RemoveItemSlotData()
#	RemoveNullSlotList()
#	SetSlotControllerData()
#	AddSelectUIController()
#	DestroySlotList()
#	CreateSlotInstance()
	A T
С	reateNeedIngredientSlot
_	m_foodID
+	SetFoodID()
#	CreateSlotInstance()
	SetSlotControllerData()
	 A T



- Start()