MonoBehaviour
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## BaseCreateSlotList

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



## CreateActionItemSlotList

- + SlotObj
- + CreateSlot()
- # CreateSlotInstance()
  - GetItemSlotDataList()