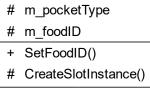
MonoBehaviour
A T
BaseCreateSlotList
+ SlotList
m_createSlotType
m_selectUIController
m_slot
m_slotList
- m_lineBreak
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
RemoveNullSlotList()
SetLineBreak()
AddSelectUIControler()
DestroySlotList()
CreateSlotInstance()
A T
CreateNeedIngredientSlot
m_pocketType
m_foodID



ProvideFoodCreateNeedIngredient SlotList

- Start()