MonoBehaviour BaseCreateSlotList + SlotList # m createSlotType # m selectUIController # m pocketType # m slot # m slotList + OnInitialize() + CreateSlot() + DestroyItemSlotData() + RemoveItemSlotData() # RemoveNullSlotList() # SetSlotControllerData() # AddSelectUIController()

DestroySlotList()
CreateSlotInstance()

CreateItemSlotList # m_itemTypeID # m_slotListType # CreateSlotInstance() # GetPocketItemList() # GetSlotSize() # GetPocketItemDataManager()