MonoBehaviour
À

## BaseCreateSlotList

- + SlotList
- # m createSlotType # m selectUIController
- # m slot
- # m slotList m lineBreak
- + OnInitialize()
- + CreateSlot()
  - + DestroyItemSlotData()
  - + RemoveItemSlotData()
  - # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler() # DestroySlotList()
- # CreateSlotInstance()



## CreatePocketItemSlotList

- m itemTypeID #
- # m\_slotListType
- # m pocketType
- # CreateSlotInstance()
- GetSlotSize()