	MonoBehaviour
	<u> </u>
E	BaseCreateSlotList
+ S	lotList
# m	n_createSlotType
# m	n_selectUIController
# m	n_pocketType
# m	n_slot
# m	n_slotList
+ C	OnInitialize()
+ C	createSlot()
+ D	estroyItemSlotData()
+ R	RemoveItemSlotData()
	temoveNullSlotList()
# S	etSlotControllerData()
# A	.ddSelectUIControler()
	estroySlotList()
# C	createSlotInstance()
	Δ
	T
С	reateRecipeSlotList
+	CheckCreate()
	CreateSlotInstance()
"	\
ateF	ProvideFoodRecipeSlotLis
·	

Start()

Create