MonoPohoviour
MonoBehaviour
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BaseCreateSlotList
+ SlotList
# m_createSlotType
# m_selectUIController
# m_pocketType
# m_slot
# m_slotList
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
# RemoveNullSlotList()
# SetSlotControllerData()
# AddSelectUIController()
# DestroySlotList()
# CreateSlotInstance()
<u> </u>
CreateRecipeSlotList
+ CheckCreate()
# CreateSlotInstance()
<del></del>
CreateProvideFoodRecipeSlotLis
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Start()