MonoBehaviour
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BaseCreateSlotList

- + SlotList
- # m_createSlotType
- # m_selectUIController
- # m_slot
- # m_slotList
- m_lineBreak+ OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetLineBreak()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()



CreateActionItemSlotList

- + SlotObj
- # m_pocketType
- # CreateSlotInstance()
 - GetItemSlotDataList()