MonoBehaviour
<u> </u>
BaseCreateSlotList
+ SlotList
# m_createSlotType
# m_selectUIController
# m_slot
# m_slotList
- m_lineBreak
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
# RemoveNullSlotList()
# SetLineBreak()
# AddSelectUIControler()
# DestroySlotList()
# CreateSlotInstance()
Δ T
CreateNeedIngredientSlot
# m pocketType

## Cre #

- m\_foodID SetFoodID()
- # CreateSlotInstance()

ProvideFoodCreateNeedIngredient SlotList

Start()