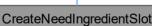
MonoBehaviour	
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## BaseCreateSlotList

- + SlotList
- # m\_createSlotType
- # m\_selectUIController
- # m\_slot # m slotList
  - + OnInitialize()
  - + CreateSlot()
  - + DestroyItemSlotData()
  - + RemoveItemSlotData()
  - # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()



- 2 ...<u>-</u>
- m\_foodID + SetFoodID()
- # CreateSlotInstance()
- # SetSlotControllerData()