		MonoBehaviour		
<u> </u>				
ItemSlotData				
+	ItemTypeID			
+	ItemID			
+	PocketType			
#	m_	_itemIma	ge	
#	m_nameText			
#	m_	_descripti	ionText	
#	m_	_condition	nImage	
#	m_numText			
#	m_itemTypeID			
#	m_	_itemID		
#	m_	_pocketT	уре	
#	m_	_conditior	nBackColor	
#	m_	_conditior	nBackAlpha	
+	Se	etItemSlo	tData()	
+	Ini	tializeSlo	otData()	
#	Se	etItemIma	age()	
#	Se	etItemNar	me()	
#	SetDescription()			
#	Se	etItemNur	m()	
#	Se	etConditio	onImage()	
#	Se	etConditio	onBackColor()	
<u> </u>				

NeedIngredientSlotData

- # m_comparisonNumText
- + SetNeedIngredientData()+ InitializeSlotData()
- # SetComparisonNumText()