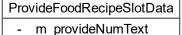
## MonoBehaviour ItemSlotData + ItemTypeID + ItemID # m\_itemImage # m nameText # m\_descriptionText # m\_conditionImage # m\_numText # m itemTypeID # m itemID # m\_pocketType + SetItemSlotData() + InitializeSlotData() # SetItemImage() # SetItemName() # SetDescription() # SetItemNum() # SetConditionImage() RecipeItemSlotData + IsCreate - m validSlotColor m\_invalidSlotColor - m\_isCreate + SetItemSlotData() + CheckCreate() SetSlotColor()



- + SetItemSlotData()
- + InitializeSlotData()- Start()
- SetProvideNumText()