MonoBehaviour ItemSlotData + ItemTypeID + ItemID + PocketType # m_itemImage # m_nameText # m_descriptionText # m_conditionImage # m_numText # m_itemTypeID # m_itemID # m_pocketType # m_conditionBackColor # m_conditionBackAlpha + SetItemSlotData() + InitializeSlotData() # SetItemImage() # SetItemName() # SetDescription() # SetItemNum() # SetConditionImage() # SetConditionBackColor() FoodSlotData # m_priceNumText # m_createNeedIngredientSlot + SetItemSlotData() + InitializeSlotData() # CreateNeedIngredient() # SetPriceText() ProvideFoodSlotData - m providePossibleNumText - m_soldNumText m_soldPriceText + Start() + SetItemSlotData() + InitializeSlotData() Update() SetProvideFoodData() SetProvidePossibleNumText() SetSoldNumText() SetSoldPriceText() Check() SoldOutProvideFoodSlotData

m_soldOutColor

Start() SoldOut()