MonoBehaviour ChangeItemDescription # m_pocketType # m_selectUIController # m typeTextMeshPro # m_typeImage # m_nameTextMeshPro # m_descriptionTextMeshPro # m_levelTextMeshPro # m healingValueTextMeshPro # m_createConditionImage # m conditionText # m conditionBackColor # m_conditionBackAlpha # m_numTextMeshPro # m displayOne # m_displayTimes m_typeList - m_typeImageList - m itemImage - m_itemImageList - m_nameList m_descriptionList - m levelList m healingValueList - m_createConditionList - m conditionList - m_numList + OnInitialize() + OnUpdate() + ChangeSelectUIDescription() + ChangeDescription() # IsChangeDescription() # SetDescription() # InitDescription() # SetActiveList() # SetItemImage() # SetTypeText() # SetTypeImage() # SetNameText() # SetDescriptionText() # SetNumText() $\begin{bmatrix} 3 & 0 \\ 7 & B \end{bmatrix} \begin{bmatrix} 3 & 0 \\ 4 & B \end{bmatrix} \begin{bmatrix} 6 & 4 & E \\ F & 6 \end{bmatrix} \dots$

ChangeConfirmationItemDescription