

+ ItemTypeID

+ ItemID # 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()