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() RecipeItemSlotData + IsCreate - m_validSlotColor m_invalidSlotColor m_isCreate + SetItemSlotData() + CheckCreate() SetSlotColor() ProvideFoodRecipeSlotData m_provideNumText SetItemSlotData()

InitializeSlotData()

SetProvideNumText()

Start()