MonoBehaviour ChangeItemDescription # m_pocketType # m_selectUIController # m typeTextMeshPro # m_typeImage # m nameTextMeshPro # m descriptionTextMeshPro # m levelTextMeshPro # m_healingValueTextMeshPro # m_createConditionImage # m conditionText # m_numTextMeshPro # m_displayOne - 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() # SetLevelText() # SetHealingValueText() # SetConditionImage() # SetConditionText() # GetPocketItemDataManager() CheckToSetActiveGameObject List< T >()