MonoBehaviour
<u> </u>
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()
3 0 4 B 6 F 6
Δ
Change Inventory Description