## FlexibleField< ChefDataVariable > FlexibleChefDataVariable + FlexibleChefDataVariable() + FlexibleChefDataVariable() + FlexibleChefDataVariable() + FlexibleChefDataVariable() + operator ChefDataVariable() + operator FlexibleChefData Variable() #m flexibleChefDataVariable BaseChefDecorator # GetChefData() # GetRootGameObject()

Decorator