MonoBehaviour ItemSlotData + ItemTypeID + ItemID # m_itemImage # m nameText # m descriptionText # m conditionImage # m numText # m itemTypeID # m itemID # m_pocketType + SetItemSlotData() + InitializeSlotData() # SetItemImage() # SetItemName() # SetDescription() # SetItemNum() # SetConditionImage()



RecipeItemSlotData

- + IsCreate
- m_validSlotColor
- m_invalidSlotColor
- m_isCreate
- + SetItemSlotData()
 + CheckCreate()
- SetSlotColor()