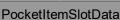


- # m\_conditionBackColor # m\_conditionBackAlpha
  - # m\_conditionBackAlpha + SetItemSlotData()
- + InitializeSlotData()
- # SetItemImage()
  # SetItemName()
- # SetDescription()
- # SetItemNum()
  # SetConditionImage()
  - # SetConditionBackColor()



- + PocketItemData
- m\_pocketNumText
- m\_pocketItemData+ SetPocketItemData()
- + InitializeSlotData()
- SetPocketNumText()