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 3 0 6 4 E 6 ... ChangeFoodItemDescription - m priceText - m_priceTextList m_createNumText m_createNumTextList - m_createNeedIngredientSlot # SetDescription()

InitDescription()
SetActiveList()

- SetPriceText()

SetCreateNumText()

- CreateNeedIngredientSlot()

ChangeConfirmationItemDescription

MonoBehaviour

ChangeInventoryDescription