

ItemSO

ItemSO is a scriptable object that can be created through New > EZ Inventory > Item. This is where all the relevant variables are contained for all items.

Public Variables:

```
public string itemName
```

The name of the item that shows up when hovering over it in the inventory.

```
public int stackLimit
```

Default: 64

How many of an item can be stacked on one slot. Make sure it's at least 1 otherwise the item won't work at all in-game.

```
public Sprite itemSprite
```

The sprite used for the item in-game.

```
public Type type
```

What type of item this is (see page 2). Useful for equipment slots.

```
public Color itemBorderColor
```

Sets the color of the inventory slot border holding this item.

```
public GameObject equipPrefab
```

If this is an item that can be equipped or held (helmet, sword, etc.), this is which GameObject will be spawned.

Public Enums

```
public enum Type
{
    All,
    Head,
    Torso,
    Legs,
    Hand
}
```

What type of item this is and which slots it can go into.

All is like default, it can go in any slot that doesn't specify type.

Head, Torso, and Legs are for equipment.

Hand is for items that can be held while in the hotbar.