

TextureRect

```
classDiagram
    class TextureRect {
    }
    class InventoryItem {
        + Augment Augment
        + override void _Ready()
        + override Variant _GetDragData(Vector2 atPosition)
        + void RebuildDescription()
    }
    TextureRect <|-- InventoryItem
```

The diagram shows a class hierarchy. At the top is a box for 'TextureRect' with two empty slots below the name. Below it is a box for 'InventoryItem' containing a list of methods. A blue arrow points from the 'InventoryItem' box up to the 'TextureRect' box, indicating inheritance.

InventoryItem

+ Augment Augment

+ override void _Ready()

+ override Variant _GetDragData(Vector2 atPosition)

+ void RebuildDescription()