PanelContainer

InventorySlot

- + delegate void EquipAugment InSlotEventHandler(Augment augment, int slotIndex)
- + void Init(Vector2 minSize, int activeSlot)
- + override bool _CanDropData (Vector2 atPosition, Variant data)
- + override void _DropData (Vector2 atPosition, Variant data)
- + void EquipAugment(Inventory Item augmentItem)

UISpelISlot

- + Texture2D StartingTexture
- + override void _Ready()
- + void SetSpell(Texture2D icon)
- + override void _PhysicsProcess (double delta)
- + void Cast(double cooldown)
- + bool IsOnCooldown()
- + static string ConvertTime ToStringInSeconds(double time)