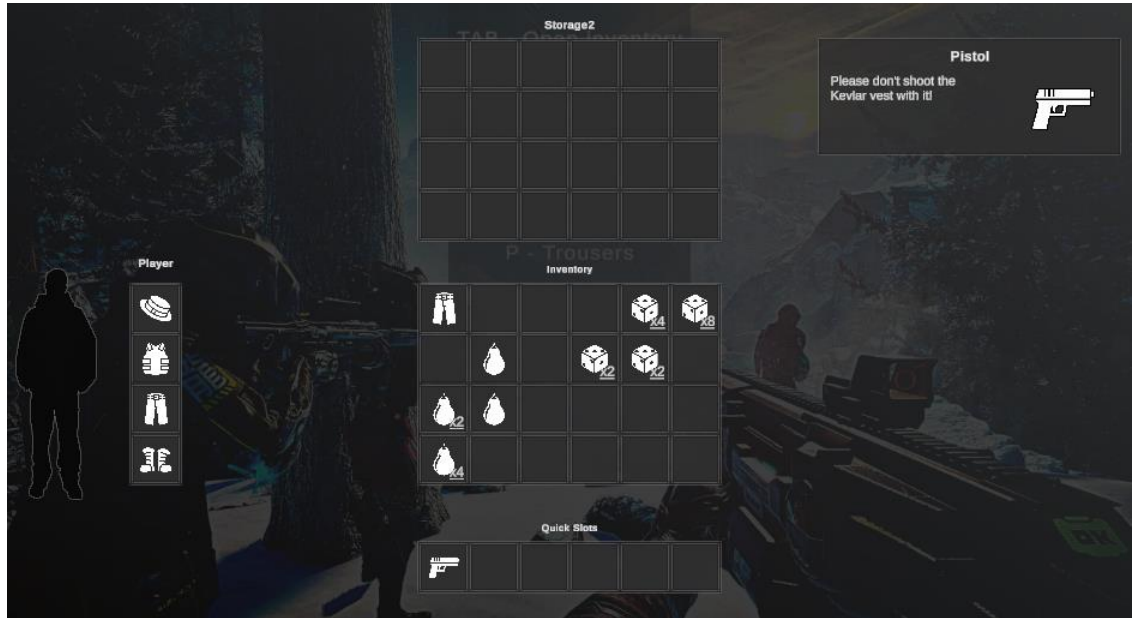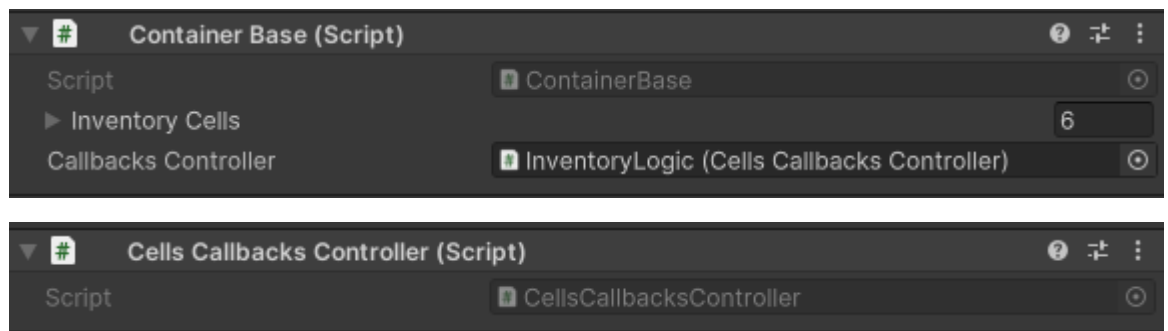# SFInventory2

I tried to make the solution as simple as possible. The inventory turned out to be very simple and scalable, adding something of your own will not be difficult.


Quick Start

To understand how to use the inventory, open the Demo scene, also in the Demo/Scripts folder there are examples of how the logic of interaction with items is implemented.

Making your own inventory

To create an inventory, add ContainerBase, or write your own, inheriting ContainerBase. QuickSlotsController can be used as an example. Do not forget to place the CellsCallbacksController somewhere and put it in a ContainerBase.
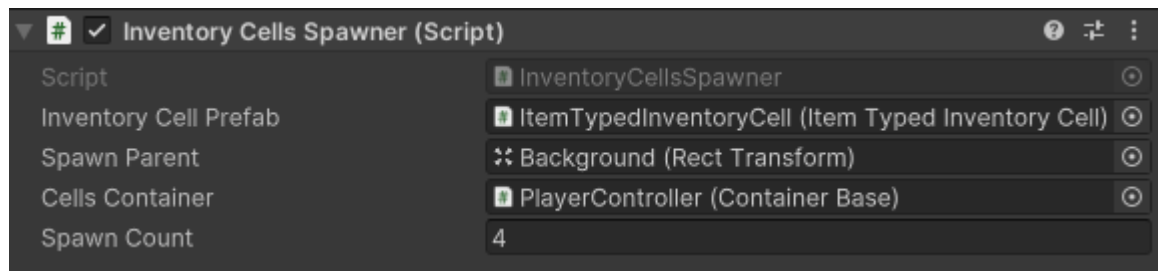
You can either add cells manually or spawn them via InventoryCellsSpawner