

ItemManager

- uncatcheditems
- caughtitems

- + set_Item()
- + set_Item()
- + render()
- + update()
- + find()
- + kill_Item()
- + reinitialize()
- + reinitializeLevelSwap()
- + get_Amount()
- + anzeigen()
- + insert_item()
- + get_ItemManager()
- ItemManager()
- ~ItemManager()