private SlotUI[]playerSlots;

public ItemToolTip itemToolTip;

获得引用的方法，public / getcomponent

public void HightlightSlot(int slotIndex)

public void OpenBagUI()

private void OnUpdateInventoryUI(InventoryType inventorytype, List<InventoryItem> list)

InventoryItem是背包内的物品ID和数量

playerSlots[i].UpdateSlot(item, list[i].itemAmount);