private InventoryUI inventoryUI;

private ItemToolTip itemToolTip;

public SlotType slotType;

public bool isSelected;

public ItemDetails itemDetails;

初始更新slot

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button.interactable = false;

public void UpdateSlot(ItemDetails item, int amout)

更新slot

EventHandler.CallItemSelectedEvent(itemDetails, isSelected);

public void OnDrag(PointerEventData eventData)

{

inventoryUI.dragImage.gameObject.transform.position=Input.mousePosition;

}

#### if (eventData.pointerCurrentRaycast.gameObject != null)

* pointerCurrentRaycast.gameObject 代表当前指针所指向的 UI 或游戏对象。如果这个值不是 null，表示用户拖动结束时，指针停在了某个物体上。

inventoryUI.HightlightSlot(-1);