

ItemSlotData.InitializeSlotData

ItemSlotData.SetItemSlotData

ItemSlotData.SetItemNum

```
graph LR; A[ItemSlotData.InitializeSlotData] --> C[ItemSlotData.SetItemNum]; B[ItemSlotData.SetItemSlotData] --> C;
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The diagram illustrates a dependency or flow where two methods, 'ItemSlotData.InitializeSlotData' and 'ItemSlotData.SetItemSlotData', both point to a single method, 'ItemSlotData.SetItemNum'. The arrows indicate that both the top and bottom methods on the left are inputs or prerequisites for the method on the right.