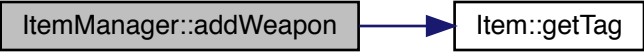


ItemManager::addWeapon



```
graph LR; A[ItemManager::addWeapon] --> B[Item::getTag]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'ItemManager::addWeapon'. The right box is white and contains the text 'Item::getTag'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Item::getTag