

BaseCreature::AddWeaponTo
Inventory



```
graph RL; main[main] --> function[BaseCreature::AddWeaponTo Inventory];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'BaseCreature::AddWeaponTo' on the top line and 'Inventory' on the bottom line. The box on the right is white and contains the text 'main'. A dark blue arrow points from the right side of the 'main' box to the right side of the gray box.

main