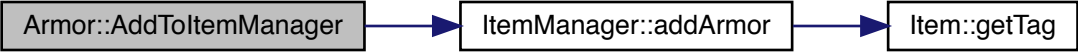


Armor::AddToItemManager



```
graph LR; A[Armor::AddToItemManager] --> B[ItemManager::addArmor]; B --> C[Item::getTag];
```

ItemManager::addArmor

Item::getTag