

BaseCreature::PickupItem



```
graph LR; A[BaseCreature::PickupItem] --> B[Tile::getItemOnTile]
```

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

Tile::getItemOnTile