

## InventorySlot

- + delegate void EquipAugment InSlotEventHandler(Augment augment, int slotIndex)
- augment, int slotIndex)+ void Init(Vector2 minSize, int activeSlot)
- + override bool \_CanDropData (Vector2 atPosition, Variant data)
- + override void \_DropData
  (Vector2 atPosition, Variant data)
- + void EquipAugment(Inventory Item augmentItem)