

RoomWeaponSlot.AddWeaponToSlot



```
graph LR; A[RoomWeaponSlot.AddWeaponToSlot] --> B[RoomWeaponSlot.SlotOccupied]
```

A diagram showing a call to the method `RoomWeaponSlot.AddWeaponToSlot` in a gray box, with a blue arrow pointing to a white box containing `RoomWeaponSlot.SlotOccupied`.

RoomWeaponSlot.SlotOccupied