

Start

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graph TD; Start((Start)) --> ClearInventory[Clear Inventory]; ClearInventory --> LoopNonCraftable[Loop through all non craftable blockTypes]; LoopNonCraftable --> LoopLength[Loop through the length of the inventory]; LoopLength --> AddBlockType[/Add blockType to Inventory/]; AddBlockType --> LoopEnd1[Loop End]; LoopEnd1 --> LoopNonCraftable; LoopEnd1 --> LoopEnd2[Loop End]; LoopEnd2 --> LoopLength;
```

The flowchart illustrates a process for clearing an inventory. It begins with a 'Start' terminal, followed by a 'Clear Inventory' process. The main loop consists of two nested loops: 'Loop through all non craftable blockTypes' and 'Loop through the length of the inventory'. Inside the second loop, the action is 'Add blockType to Inventory'. After this action, the flow reaches a 'Loop End' node. From this node, one path loops back to the 'Loop through the length of the inventory' step, while another path leads to a final 'Loop End' node, which then loops back to the 'Loop through all non craftable blockTypes' step.

Clear Inventory

Loop through all non
craftable blockTypes

Loop through the length
of the inventory

Add blockType to
Inventory

Loop End

Loop End