

Bag

- + BAG_SLOTS
- + CONTAINER_SLOTS
- + bagType
- + items
- + neck
- + head
- + finger
- + primary
- + body
- + secondary
- + hands
- + legs
- + feet

- + Add()
- + Remove()
- + RemoveAt()
- + Consume()
- + Bag()
- + Bag()
- + Equip()
- + Unequip()
- + Format()
- + FindItemSlot()
- + FindItemWithID()
- + FindKey()