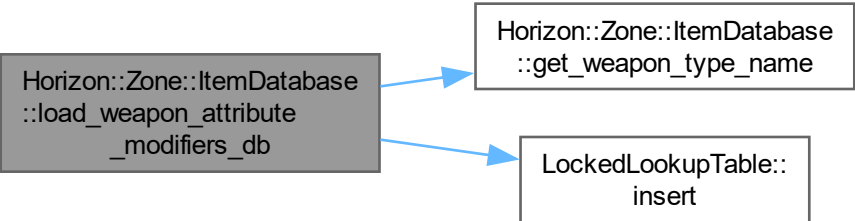


Horizon::Zone::ItemDatabase
::load_weapon_attribute
_modifiers_db



```
graph LR; A[Horizon::Zone::ItemDatabase::load_weapon_attribute_modifiers_db] --> B[Horizon::Zone::ItemDatabase::get_weapon_type_name]; A --> C[LockedLookupTable::insert];
```

The diagram illustrates a sequence of function calls. A central gray box on the left contains the text 'Horizon::Zone::ItemDatabase::load_weapon_attribute_modifiers_db'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'Horizon::Zone::ItemDatabase::get_weapon_type_name'. The bottom arrow points to another white box containing 'LockedLookupTable::insert'.

Horizon::Zone::ItemDatabase
::get_weapon_type_name

LockedLookupTable::
insert