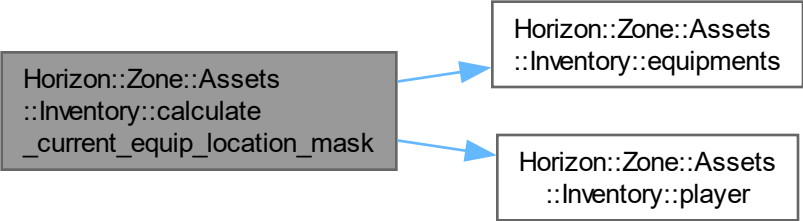


Horizon::Zone::Assets
::Inventory::calculate
_current_equip_location_mask



```
graph LR; A["Horizon::Zone::Assets  
::Inventory::calculate  
_current_equip_location_mask"] --> B["Horizon::Zone::Assets  
::Inventory::equipments"]; A --> C["Horizon::Zone::Assets  
::Inventory::player"]
```

Horizon::Zone::Assets
::Inventory::equipments

Horizon::Zone::Assets
::Inventory::player