

Horizon::Zone::Assets
::Inventory::notify_only
_equipments

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

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

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