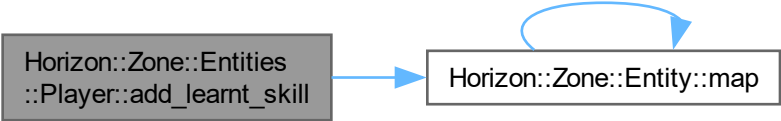


Horizon::Zone::Entities  
::Player::add\_learnt\_skill



```
graph LR; A[Horizon::Zone::Entities::Player::add_learnt_skill] --> B[Horizon::Zone::Entity::map]; B --> B;
```

The diagram illustrates a sequence of operations. On the left, a grey rectangular box contains the text 'Horizon::Zone::Entities::Player::add\_learnt\_skill'. A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right. This white box contains the text 'Horizon::Zone::Entity::map'. Above the white box, a curved blue arrow starts from its left side and points back to its right side, indicating a self-call or a loop.

Horizon::Zone::Entity::map