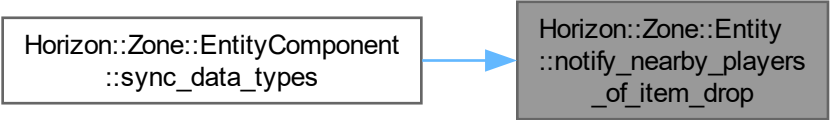


Horizon::Zone::EntityComponent
::sync_data_types



Horizon::Zone::Entity
::notify_nearby_players
_of_item_drop