

Horizon::Zone::Traits
::Status::initialize

Horizon::Zone::Traits
::Status::initialize

Horizon::Zone::Traits
::Status::set_flee

```
graph LR; A[Horizon::Zone::Traits::Status::initialize] --> C[Horizon::Zone::Traits::Status::set_flee]; B[Horizon::Zone::Traits::Status::initialize] --> C;
```

The diagram illustrates a flow where two separate calls to the `Horizon::Zone::Traits::Status::initialize` method (shown in white boxes) point via blue arrows to a single `Horizon::Zone::Traits::Status::set_flee` method (shown in a gray box). This suggests that the initialization process eventually leads to or triggers the `set_flee` operation.