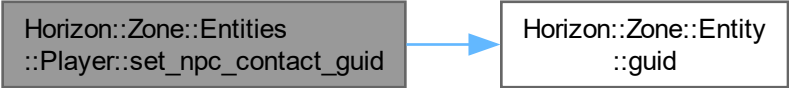


Horizon::Zone::Entities
::Player::set_npc_contact_guid



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

Horizon::Zone::Entity
::guid