Horizon::Zone::SkillDatabase ::parse\_after\_cast\_act\_delay Horizon::Zone::SkillDatabase ::parse\_after\_cast\_walk\_delay Horizon::Zone::SkillDatabase ::parse\_attack\_type Horizon::Zone::SkillDatabase ::parse\_cast\_defense\_rate Horizon::Zone::SkillDatabase ::parse\_cast\_time Horizon::Zone::SkillDatabase ::parse\_cooldown Horizon::Zone::SkillDatabase ::parse\_damage\_type Horizon::Zone::SkillDatabase ::parse\_element Horizon::Zone::SkillDatabase ::parse\_fixed\_cast\_time Horizon::Zone::SkillDatabase ::parse\_hit Horizon::Zone::SkillDatabase Horizon::Zone::SkillDatabase ::load\_internal\_skill\_db ::load Horizon::Zone::SkillDatabase ::parse\_interrupt\_cast Horizon::Zone::SkillDatabase ::parse\_knock\_back\_tiles Horizon::Zone::SkillDatabase Horizon::Zone::SkillDatabase ::parse\_placement\_interval ::parse\_max\_skill\_instances Horizon::Zone::SkillDatabase Horizon::Zone::SkillDatabase ::parse\_placement\_layout ::parse\_number\_of\_hits Horizon::Zone::SkillDatabase Horizon::Zone::SkillDatabase Horizon::Zone::SkillDatabase ::fill\_lvl\_range ::parse\_placement\_range ::parse\_placement Horizon::Zone::SkillDatabase ::parse\_placement\_target Horizon::Zone::SkillDatabase ::parse\_range Horizon::Zone::SkillDatabase ::parse\_req\_ammunition\_cost Horizon::Zone::SkillDatabase ::parse\_req\_hp\_cost Horizon::Zone::SkillDatabase ::parse\_req\_hp\_rate\_cost Horizon::Zone::SkillDatabase ::parse\_req\_items Horizon::Zone::SkillDatabase ::parse\_req\_max\_hp\_trigger Horizon::Zone::SkillDatabase ::parse\_requirements Horizon::Zone::SkillDatabase ::parse\_req\_max\_sp\_trigger Horizon::Zone::SkillDatabase Horizon::Zone::SkillDatabase ::parse\_req\_sp\_cost ::parse\_skill\_data1 Horizon::Zone::SkillDatabase ::parse\_req\_sp\_rate\_cost Horizon::Zone::SkillDatabase ::parse\_req\_spirit\_sphere\_cost Horizon::Zone::SkillDatabase ::parse\_skill\_data2 Horizon::Zone::SkillDatabase ::parse\_req\_state Horizon::Zone::SkillDatabase ::parse\_req\_zeny\_cost Horizon::Zone::SkillDatabase

::parse\_splash\_range