

Horizon::Zone::Entities  
::Monster::behavior\_active

Horizon::Zone::MonsterComponent  
::sync\_data\_types

Horizon::Zone::Entities  
::Monster::set\_spotted

```
graph LR; A[Horizon::Zone::Entities::Monster::behavior_active] --> C[Horizon::Zone::Entities::Monster::set_spotted]; B[Horizon::Zone::MonsterComponent::sync_data_types] --> C;
```

The diagram illustrates a dependency or data flow. Two source nodes on the left, each in a white box with a black border, point via blue arrows to a single target node on the right. The target node is a gray box with a black border. The top source node contains the text 'Horizon::Zone::Entities::Monster::behavior\_active'. The bottom source node contains the text 'Horizon::Zone::MonsterComponent::sync\_data\_types'. The target node contains the text 'Horizon::Zone::Entities::Monster::set\_spotted'.