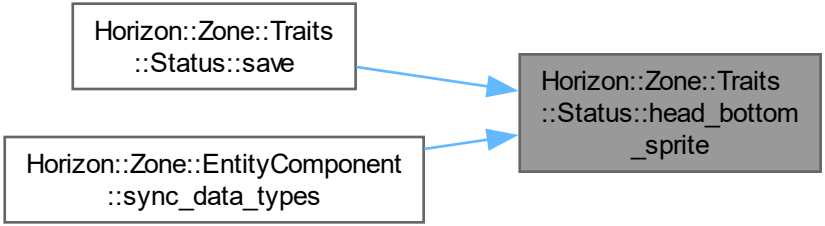


Horizon::Zone::Traits
::Status::save

Horizon::Zone::EntityComponent
::sync_data_types

Horizon::Zone::Traits
::Status::head_bottom
_sprite



```
graph LR; A[Horizon::Zone::Traits::Status::save] --> C[Horizon::Zone::Traits::Status::head_bottom_sprite]; B[Horizon::Zone::EntityComponent::sync_data_types] --> C;
```

The diagram illustrates a dependency or relationship between three code elements. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Horizon::Zone::Traits::Status::save'. The bottom box contains the text 'Horizon::Zone::EntityComponent::sync_data_types'. On the right, there is a gray rectangular box with a black border containing the text 'Horizon::Zone::Traits::Status::head_bottom_sprite'. Two blue arrows point from the right side of the two white boxes to the left side of the gray box, indicating that both 'save' and 'sync_data_types' depend on or interact with 'head_bottom_sprite'.