

Horizon::Zone::LuaComponent

LockedLookupTable<  
uint32\_t, std::shared  
\_ptr< npc\_db\_data > >

Horizon::Zone::NPCComponent

*\_npc\_db*

```
graph LR; NPCComponent[Horizon::Zone::NPCComponent] --> LuaComponent[Horizon::Zone::LuaComponent]; NPCComponent -.->|_npc_db| LockedLookupTable[LockedLookupTable<uint32_t, std::shared_ptr< npc_db_data >>];
```