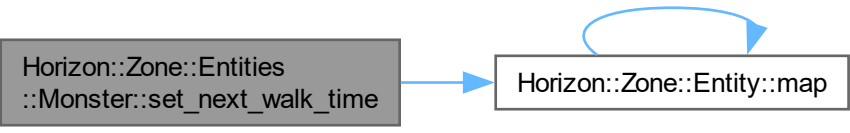


Horizon::Zone::Entities  
::Monster::set\_next\_walk\_time



```
graph LR; A[Horizon::Zone::Entities  
::Monster::set_next_walk_time] --> B[Horizon::Zone::Entity::map]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is grey and contains the text 'Horizon::Zone::Entities' and '::Monster::set\_next\_walk\_time'. A blue arrow points from the right side of this box to the left side of a white box on the right. The white box contains the text 'Horizon::Zone::Entity::map'. A blue curved arrow starts from the top of the white box and points back to the top of the same box, indicating a self-loop or recursive call.

Horizon::Zone::Entity::map