

Horizon::Zone::CombatRegistry
::SkillResultOperation::execute

Horizon::Zone::CombatRegistry
::MeleeResultOperation::execute

Horizon::Zone::CombatComponent
::sync_data_types

Horizon::Zone::CombatRegistry
::CombatValueDamage::get_damage

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graph LR; A[Horizon::Zone::CombatRegistry::SkillResultOperation::execute] --> D[Horizon::Zone::CombatRegistry::CombatValueDamage::get_damage]; B[Horizon::Zone::CombatRegistry::MeleeResultOperation::execute] --> D; C[Horizon::Zone::CombatComponent::sync_data_types] --> D;
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