

Horizon::Zone::SkillComponent
::sync_data_types

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graph LR; A[Horizon::Zone::SkillComponent::sync_data_types] --> B[Horizon::Zone::SkillExecution::execute]; A --> C[Horizon::Zone::SkillExecution::get_skill_cast_data];
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Horizon::Zone::SkillExecution
::execute

Horizon::Zone::SkillExecution
::get_skill_cast_data