Horizon::Zone::Traits ::MaxWeight::on observable _changed Horizon::Zone::Traits ::StatusATK::on_observable Horizon::Zone::Traits ::MaxWeight::compute _changed Horizon::Zone::Traits ::StatusATK::on_observable _changed Horizon::Zone::Traits Horizon::Zone::Traits ::StatusATK::on_observable ::StatusATK::compute _changed Horizon::Zone::Traits Horizon::Zone::Traits ::EquipATK::compute ::StatusATK::on_observable _changed Horizon::Zone::Traits ::StatusMATK::compute Horizon::Zone::Traits ::StatusATK::set_weapon_type Horizon::Zone::Traits ::SoftDEF::compute Horizon::Zone::Traits ::EquipATK::on observable _changed Horizon::Zone::Traits ::SoftMDEF::compute Horizon::Zone::Traits ::HIT::compute Horizon::Zone::Traits ::CRIT::compute Horizon::Zone::Traits ::FLEE::compute Horizon::Zone::Traits ::AttackSpeed::compute Horizon::Zone::Traits ::AttackRange::compute Horizon::Zone::Traits ::AttackMotion::compute Horizon::Zone::Traits ::AttackDelay::compute Horizon::Zone::Traits ::DamageMotion::compute Horizon::Zone::Traits ::BaseAttack::compute Horizon::Zone::Traits ::CreatureAttackDamage ::compute Horizon::Zone::Traits ::CreatureMagicAttackDamage ::compute Horizon::Zone::Traits ::CurrentHP::damage Horizon::Zone::Traits ::MovementSpeed::get _with_cost Horizon::Zone::Traits ::Attribute::notify Horizon::Zone::Traits ::Attribute::operator!= Horizon::Zone::Traits ::Attribute::total Horizon::Zone::Traits ::Attribute::operator!= Horizon::Zone::Traits ::Attribute::operator* Horizon::Zone::Traits ::Attribute::operator* Horizon::Zone::Traits ::Attribute::operator+ Horizon::Zone::Traits ::Attribute::operator+ Horizon::Zone::Traits ::Attribute::operator-Horizon::Zone::Traits ::Attribute::operator-Horizon::Zone::Traits ::Attribute::operator/ Horizon::Zone::Traits ::Attribute::operator/ Horizon::Zone::Traits ::Attribute::operator< Horizon::Zone::Traits ::Attribute::operator< Horizon::Zone::Traits ::Attribute::operator<= Horizon::Zone::Traits ::Attribute::operator<= Horizon::Zone::Traits ::Attribute::operator== Horizon::Zone::Traits ::Attribute::operator== Horizon::Zone::Traits ::Attribute::operator> Horizon::Zone::Traits ::Attribute::operator> Horizon::Zone::Traits ::Attribute::operator>= Horizon::Zone::Traits ::Attribute::operator>=

Horizon::Zone::Traits ::CurrentSP::reduce

Horizon::Zone::EntityComponent ::sync_data_types