

Horizon::Zone::ZC\_ACK  
\_CHANGE\_GUILD\_POSITIONINFO  
::serialize

```
graph LR; A[Horizon::Zone::ZC_ACK_CHANGE_GUILD_POSITIONINFO::serialize] --> B[ByteBuffer::append]; A --> C[Horizon::Base::NetworkPacket::buf]; B --> B;
```

ByteBuffer::append

Horizon::Base::NetworkPacket::buf