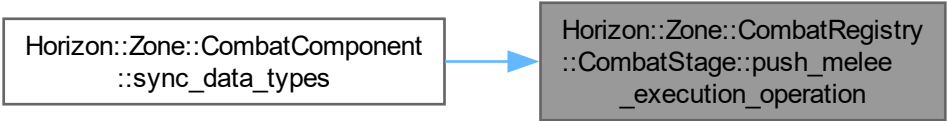


Horizon::Zone::CombatComponent
::sync_data_types



```
graph LR; A[Horizon::Zone::CombatComponent::sync_data_types] --> B[Horizon::Zone::CombatRegistry::push_melee_execution_operation]
```

Horizon::Zone::CombatRegistry
::push_melee
_execution_operation