

```
Horizon::Zone::Entities  
::Monster::set_monster  
_config
```

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'Horizon::Zone::Entities::Monster::set_monster_config'. A straight blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'Horizon::Zone::Entity::map'. A curved blue arrow starts from the top of the right box and points back to the top of the same box, indicating a self-loop or recursive call.

```
Horizon::Zone::Entity::map
```