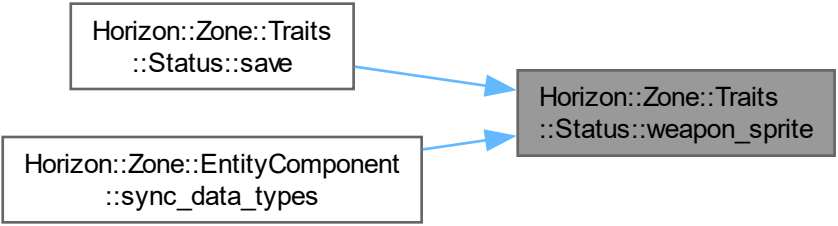Horizon::Zone::Traits
::Status::save

Horizon::Zone::EntityComponent
::sync_data_types

Horizon::Zone::Traits
::Status::weapon_sprite