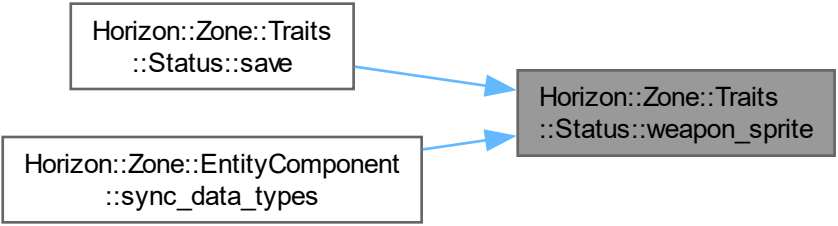


Horizon::Zone::Traits  
::Status::save

Horizon::Zone::EntityComponent  
::sync\_data\_types

Horizon::Zone::Traits  
::Status::weapon\_sprite



```
graph LR; A[Horizon::Zone::Traits::Status::save] --> C[Horizon::Zone::Traits::Status::weapon_sprite]; B[Horizon::Zone::EntityComponent::sync_data_types] --> C;
```

The diagram illustrates a dependency or relationship between three code elements. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Horizon::Zone::Traits' followed by '::Status::save' on a new line. The bottom box contains 'Horizon::Zone::EntityComponent' followed by '::sync\_data\_types' on a new line. On the right, there is a gray rectangular box with a black border containing the text 'Horizon::Zone::Traits' followed by '::Status::weapon\_sprite' on a new line. Two blue arrows point from the right side of the two white boxes to the left side of the gray box, indicating that both the 'save' and 'sync\_data\_types' methods depend on or interact with the 'weapon\_sprite' attribute.