

Horizon::Zone::Entities
::Player::add_entity_to
_viewport

Horizon::Zone::Entities
::Player::remove_entity
_from_viewport

Horizon::Zone::Entities
::Player::entity_is_in
_viewport

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graph LR; A[Horizon::Zone::Entities::Player::add_entity_to_viewport] --> C[Horizon::Zone::Entities::Player::entity_is_in_viewport]; B[Horizon::Zone::Entities::Player::remove_entity_from_viewport] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two white boxes with black borders. The top box contains the text 'Horizon::Zone::Entities::Player::add_entity_to_viewport' and the bottom box contains 'Horizon::Zone::Entities::Player::remove_entity_from_viewport'. On the right, there is a gray box with a black border containing the text 'Horizon::Zone::Entities::Player::entity_is_in_viewport'. Two blue arrows point from the right side of the left boxes to the left side of the gray box.