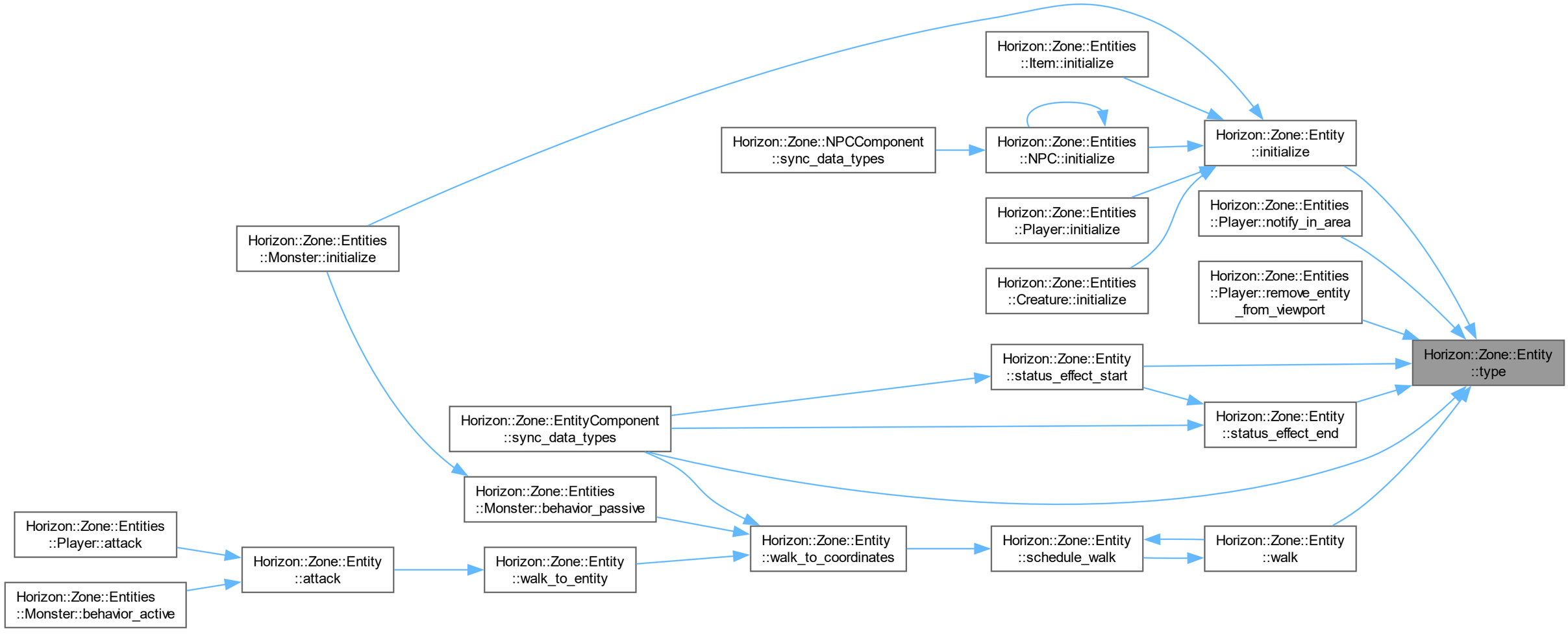
Horizon::Zone::Entities ::Item::initialize
Horizon::Zone::NPCComponent ::sync_data_types
Horizon::Zone::Entities ::NPC::initialize
Horizon::Zone::Entity ::initialize
Horizon::Zone::Entities ::Player::initialize
Horizon::Zone::Entities ::Player::notify_in_area
Horizon::Zone::Entities ::Monster::initialize
Horizon::Zone::Entities ::Creature::initialize
Horizon::Zone::Entities ::Player::remove_entity _from_viewport
Horizon::Zone::Entity ::type
Horizon::Zone::Entity ::status_effect_start
Horizon::Zone::EntityComponent ::sync_data_types
Horizon::Zone::Entity ::status_effect_end
Horizon::Zone::Entities ::Monster::behavior_passive
Horizon::Zone::Entities ::Player::attack
Horizon::Zone::Entity ::walk_to_coordinates
Horizon::Zone::Entity ::schedule_walk
Horizon::Zone::Entity ::walk
Horizon::Zone::Entity ::attack
Horizon::Zone::Entity ::walk_to_entity
Horizon::Zone::Entities ::Monster::behavior_active