

Horizon::Auth::AuthSocket
::read_handler

Horizon::Char::CharSocket
::read_handler

Horizon::Zone::ZoneSocket
::read_handler

ByteBuffer::read_completed

```
graph LR; A[Horizon::Auth::AuthSocket::read_handler] --> D[ByteBuffer::read_completed]; B[Horizon::Char::CharSocket::read_handler] --> D; C[Horizon::Zone::ZoneSocket::read_handler] --> D;
```

The diagram illustrates a common callback mechanism. On the left, three separate boxes represent different socket types and their associated read handlers: `Horizon::Auth::AuthSocket::read_handler`, `Horizon::Char::CharSocket::read_handler`, and `Horizon::Zone::ZoneSocket::read_handler`. On the right, a single box represents the `ByteBuffer::read_completed` method. Three blue arrows originate from the right side of each of the three left boxes and point towards the left side of the `ByteBuffer::read_completed` box, indicating that all three socket types delegate their read completion logic to this single method.