

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

A diagram illustrating a function call. A grey rectangular box on the left contains the text 'Horizon::Zone::Entities::Player::entity_is_in_viewport'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'Horizon::Zone::Entity::map'. A blue curved arrow starts from the top of the white box and points back to the top of the white box, indicating a self-loop or recursive call.

```
Horizon::Zone::Entity::map
```