


Map::Generate2DMap



```
graph LR; A[Map::Generate2DMap] --> B[Tile::SetTileVertices]
```

A diagram showing a call from the function Map::Generate2DMap to the function Tile::SetTileVertices. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second.

Tile::SetTileVertices