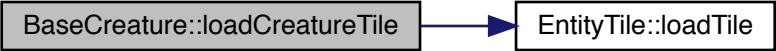


BaseCreature::loadCreatureTile



```
graph LR; A[BaseCreature::loadCreatureTile] --> B[EntityTile::loadTile]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BaseCreature::loadCreatureTile'. The right box is white with a black border and contains the text 'EntityTile::loadTile'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

EntityTile::loadTile