

FastNoise::ValCoord3DFast



```
graph LR; A[FastNoise::ValCoord3DFast] --> B[FastNoise::Index3D_256]
```

A diagram showing a mapping from `FastNoise::ValCoord3DFast` to `FastNoise::Index3D_256`. The first box is gray and the second is white, connected by a blue arrow.

FastNoise::Index3D\_256