

Vision

- origin
- visionArea

- + operator==()
- + operator!=()
- + operator=()
- + Vision()
- + Vision()
- + Vision()
- + UpdateVision()
- + getVisibleTiles()
- + getVisibleCreatures()
- + getVisibleItems()
- + getVisibleItemLocation()
- + getVisibleCreatureLocation()
- + getVisibleCoordinates()
- + getOrigin()
- + setOrigin()