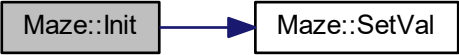


Maze::Init



```
graph LR; A[Maze::Init] --> B[Maze::SetVal]
```

A diagram showing a call from Maze::Init to Maze::SetVal. The Maze::Init box is shaded gray, and the Maze::SetVal box is white. A blue arrow points from the right side of the Maze::Init box to the left side of the Maze::SetVal box.

Maze::SetVal