


Maze::IsReady



```
graph LR; A[Maze::IsReady] --> B[Maze::GetVal]
```

A diagram showing a call from the Maze::IsReady function to the Maze::GetVal function. The Maze::IsReady function is represented by a gray rectangular box on the left, and the Maze::GetVal function is represented by a white rectangular box on the right. A dark blue arrow points from the right side of the Maze::IsReady box to the left side of the Maze::GetVal box, indicating the direction of the call.

Maze::GetVal