

fixTile



```
graph LR; A[fixTile] --> B[enemies.Enemy.setPosition];
```

A diagram showing a call from a function named 'fixTile' to a method named 'enemies.Enemy.setPosition'. The 'fixTile' box is gray, and the 'enemies.Enemy.setPosition' box is white. A blue arrow points from the right side of the 'fixTile' box to the left side of the 'enemies.Enemy.setPosition' box.

enemies.Enemy.setPosition