

TPlaying::DrawCargoWarShip



```
graph LR; A[TPlaying::DrawCargoWarShip] --> B[TPlaying::FillIn]
```

A diagram showing a call from the method `TPlaying::DrawCargoWarShip` to the method `TPlaying::FillIn`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

TPlaying::FillIn