Wall

+ WallID
+ Type
+ Location
+ PositionModifier
+ Tiles
+ Rotation
+ DisplayInfos
+ TextureInfos
+ AssociatedRoomIDs
- TileIndexForXPositionModifierCalc

+ Wall()
+ Equals()
+ GetHashCode()
+ ContainsPoint()
+ AddNewDisplayInfo()
+ ChangeWallType()
+ MergeWalls()
+ operator==()
+ operator!=()
- AddDisplayToWall()