


Terrain::Terrain



```
graph LR; A[Terrain::Terrain] --> B[Terrain::GenerateVertexBuffers]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Terrain::Terrain'. The right box is white with a black border and contains the text 'Terrain::GenerateVertexBuffers'. A blue arrow points from the right side of the gray box to the left side of the white box.

Terrain::GenerateVertexBuffers