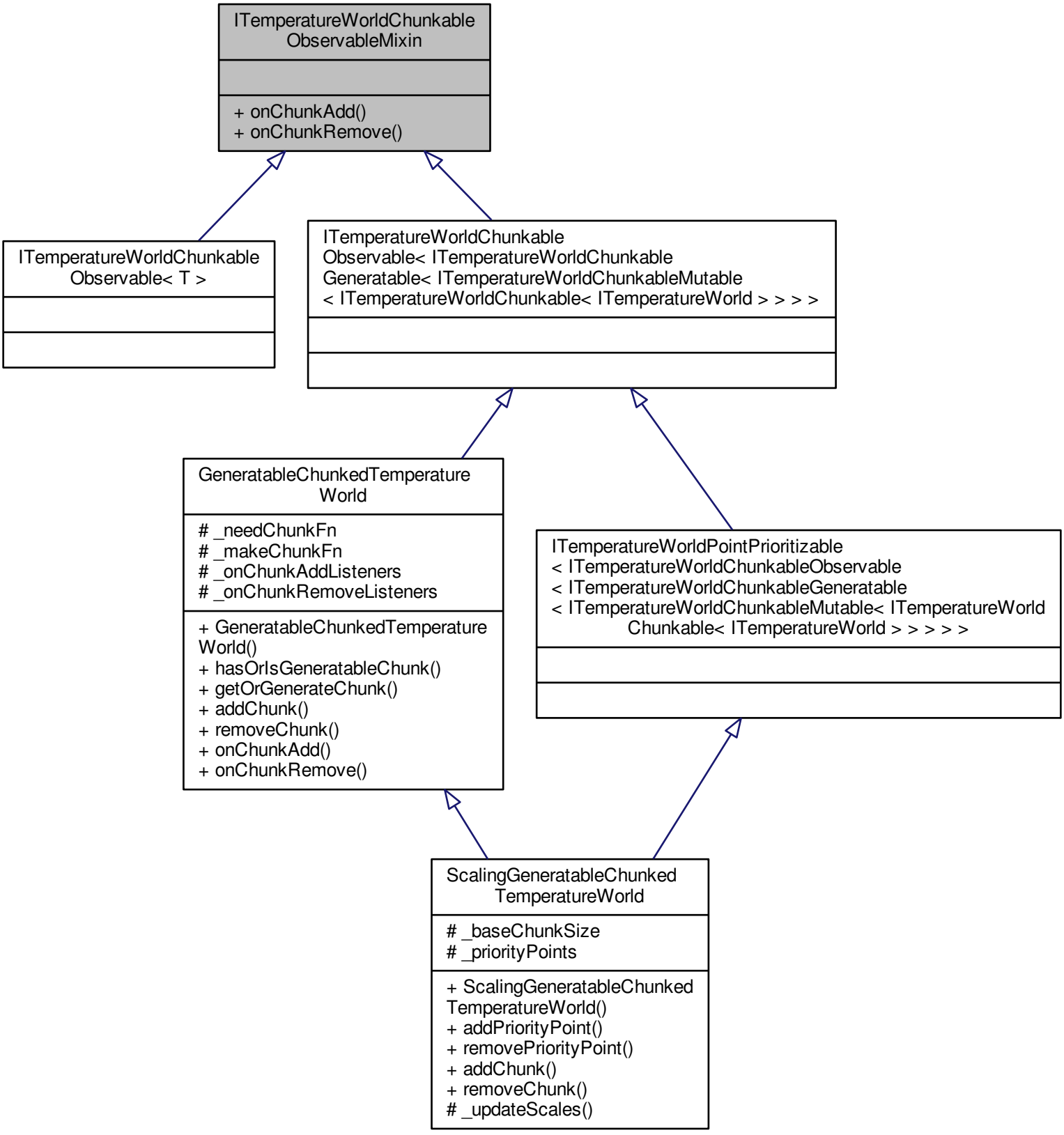
ITemperatureWorldChunkable ObservableMixin
+ onChunkAdd()
+ onChunkRemove()
ITemperatureWorldChunkable Observable< T >
ITemperatureWorldChunkable Observable< ITemperatureWorldChunkable Generatable< ITemperatureWorldChunkableMutable < ITemperatureWorldChunkable< ITemperatureWorld > > > >
GeneratableChunkedTemperature World
_needChunkFn
_makeChunkFn
_onChunkAddListeners
_onChunkRemoveListeners
+ GeneratableChunkedTemperature World()
+ hasOrIsGeneratableChunk()
+ getOrGenerateChunk()
+ addChunk()
+ removeChunk()
+ onChunkAdd()
+ onChunkRemove()
ITemperatureWorldPointPrioritizable < ITemperatureWorldChunkableObservable < ITemperatureWorldChunkableGeneratable < ITemperatureWorldChunkableMutable< ITemperatureWorld Chunkable< ITemperatureWorld > > > > >
ScalingGeneratableChunked TemperatureWorld
_baseChunkSize
_priorityPoints
+ ScalingGeneratableChunked TemperatureWorld()
+ addPriorityPoint()
+ removePriorityPoint()
+ addChunk()
+ removeChunk()
# _updateScales()