

MapWindow::startGame



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graph LR; A[MapWindow::startGame] --> B[MapWindow::fillFile]
```

A diagram showing a call from MapWindow::startGame to MapWindow::fillFile. The first box, containing 'MapWindow::startGame', is shaded gray and has a black border. A blue arrow points from its right side to the second box, which contains 'MapWindow::fillFile' and has a white fill and black border.

MapWindow::fillFile