

AnimationView::loadMap



```
graph LR; A[AnimationView::loadMap] --> B[BaseEnvironment::assignVacantAgents];
```

The diagram illustrates a function call. On the left, a gray rectangular box contains the text 'AnimationView::loadMap'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. This white box contains the text 'BaseEnvironment::assignVacantAgents'.

BaseEnvironment::assignVacant
Agents