

Segment

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+ __init__(int)
+ add_transition((int, int), Segment, (int, int)) : void
+ get_dims() : (int, int)
+ get_entities() : Entity list
+ get_pixel_dims() : (int, int)
```

+ get_tiles() : (int, boolean)[*][*]
+ get_tile_transition(int, int) : (Segment, (int, int))