

TerrainObjectManagerAttorney.h

```
graph TD; A[TerrainObjectManagerAttorney.h] --> B[TerrainObjectManager.h]; B --> C[map];
```

The diagram illustrates a vertical flow of information or dependencies. It starts with a box labeled 'TerrainObjectManagerAttorney.h' at the top. A blue arrow points down from this box to a second box labeled 'TerrainObjectManager.h'. Another blue arrow points down from the second box to a third box labeled 'map'.

TerrainObjectManager.h

map