

TerrainObject::ShowCells  
UnderCollidable

TerrainRectangleArea  
::TerrainRectangleArea

SlyMath::clampInt

```
graph LR; A[TerrainObject::ShowCellsUnderCollidable] --> C[SlyMath::clampInt]; B[TerrainRectangleArea::TerrainRectangleArea] --> C;
```