

getPosMelaX

```
graph LR; A[getPosMelaX] --> B[Snake.game.vipera.mela.getPosX]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'getPosMelaX'. The right box is white with a black border and contains the text 'Snake.game.vipera.mela.getPosX'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Snake.game.vipera.mela.getPosX