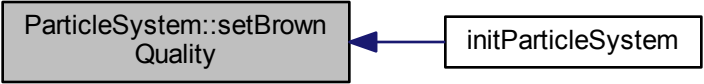


ParticleSystem::setBrown  
Quality



```
graph LR; A[initParticleSystem] --> B[ParticleSystem::setBrownQuality];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'ParticleSystem::setBrown' on the top line and 'Quality' on the bottom line. The box on the right is white and contains the text 'initParticleSystem'. A dark blue arrow points from the right side of the white box to the right side of the gray box.

initParticleSystem