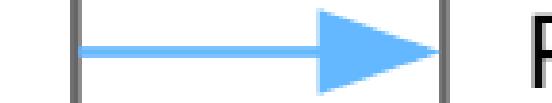


Pacman::Map::IsWalkable



Pacman::Map::GetTileAt



Pacman::Map::IsInBounds