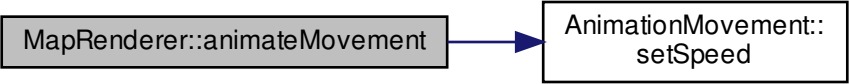


MapRenderer::animateMovement



```
graph LR; A[MapRenderer::animateMovement] --> B[AnimationMovement::setSpeed]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MapRenderer::animateMovement'. The right box is white and contains the text 'AnimationMovement::setSpeed'. A dark blue arrow points from the right side of the left box to the left side of the right box.

AnimationMovement::
setSpeed