

Minimap::mouseMoveEvent

Minimap::mouseReleaseEvent

MapRenderer::setViewport
TilePosition

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graph LR; A[Minimap::mouseMoveEvent] --> C[MapRenderer::setViewport TilePosition]; B[Minimap::mouseReleaseEvent] --> C;
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The diagram illustrates a mapping from two event types to a single method. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Minimap::mouseMoveEvent' and the bottom box contains 'Minimap::mouseReleaseEvent'. Two blue arrows originate from the right side of these boxes and point towards a single gray rectangular box with a black border on the right. This gray box contains the text 'MapRenderer::setViewport' on the top line and 'TilePosition' on the bottom line.