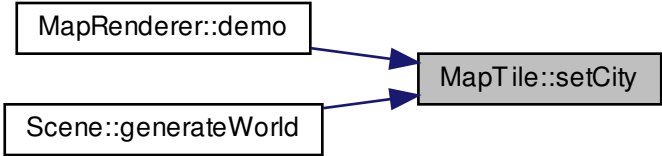


MapRenderer::demo

Scene::generateWorld

MapTile::setCity



```
graph LR; A[MapRenderer::demo] --> C[MapTile::setCity]; B[Scene::generateWorld] --> C;
```