

game.World_map.Map.DrawMap



```
graph LR; A[game.World_map.Map.DrawMap] --> B[game.World_map.Chunk.Get ChunkSize]; A --> C[game.World_map.Sprites.Get SpritesSize];
```

game.World_map.Chunk.Get
ChunkSize

game.World_map.Sprites.Get
SpritesSize