

MelloMario.Containers.World.
ScanNearby



```
graph LR; A[MelloMario.Containers.World.ScanNearby] --> B[MelloMario.Containers.Base.Container< Point, IGameObject >::Scan];
```

A diagram showing a call from the `ScanNearby` method in `MelloMario.Containers.World` to the `Base.Container` class. The left box is shaded gray and the right box is white. A blue arrow points from the left box to the right box.

MelloMario.Containers.Base
Container< Point, IGameObject
>::Scan