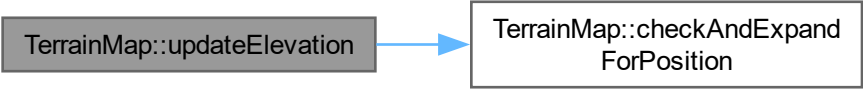


TerrainMap::updateElevation



```
graph LR; A[TerrainMap::updateElevation] --> B[TerrainMap::checkAndExpandForPosition]
```

TerrainMap::checkAndExpand
ForPosition