

Terrain::getScale



```
graph LR; Demo[Demo::Demo] --> Terrain[Terrain::getScale];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'Terrain::getScale'. The box on the right is white and contains the text 'Demo::Demo'. A dark blue arrow points from the right side of the 'Demo::Demo' box to the left side of the 'Terrain::getScale' box, indicating a call or relationship from the demo to the terrain's getScale method.

Demo::Demo