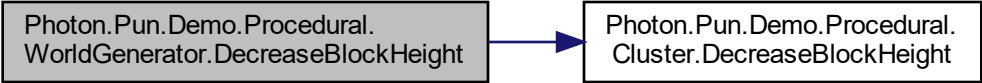


Photon.Pun.Demo.Procedural.  
WorldGenerator.DecreaseBlockHeight



```
graph LR; A[Photon.Pun.Demo.Procedural.  
WorldGenerator.DecreaseBlockHeight] --> B[Photon.Pun.Demo.Procedural.  
Cluster.DecreaseBlockHeight]
```

Photon.Pun.Demo.Procedural.  
Cluster.DecreaseBlockHeight