

flatbuffers::Table



```
graph BT; A[flatbuffers::GameMapOptions] --> B[flatbuffers::Table];
```

The diagram illustrates a class hierarchy. At the bottom is a gray rectangular box containing the text 'flatbuffers::GameMapOptions'. From the top center of this box, two red curved arrows point upwards to the bottom edge of a white rectangular box above it. This white box contains the text 'flatbuffers::Table'. This visualizes that 'flatbuffers::GameMapOptions' inherits from 'flatbuffers::Table'.

flatbuffers::GameMapOptions