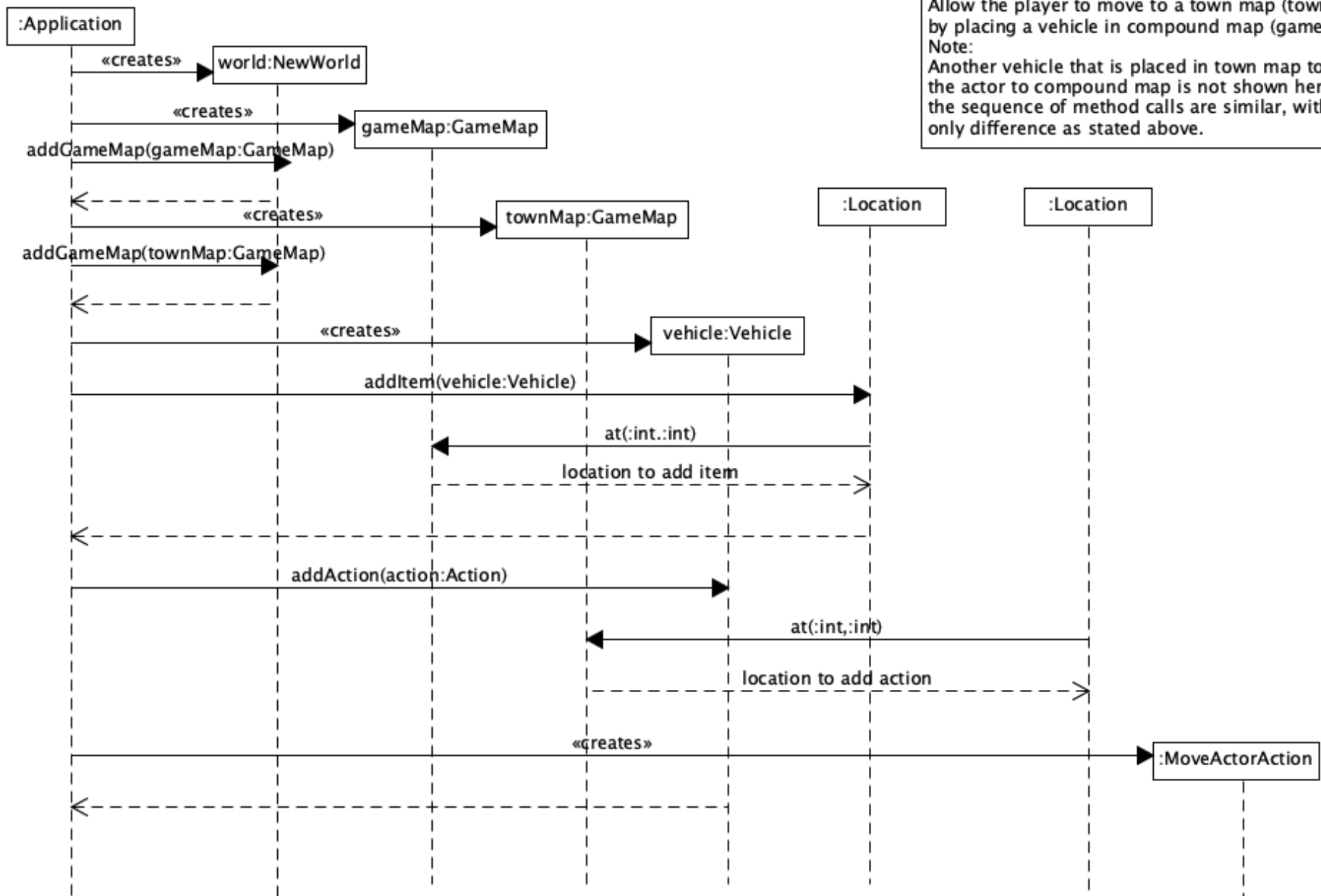


sd GoingToTown



Scenario:
Allow the player to move to a town map (townMap) by placing a vehicle in compound map (gameMap).
Note:
Another vehicle that is placed in town map to move the actor to compound map is not shown here as the sequence of method calls are similar, with the only difference as stated above.