

SceneryTile::SceneryTile



```
graph LR; A[SceneryTile::SceneryTile] --> B[Tile::setType]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'SceneryTile::SceneryTile'. The right box is white and contains the text 'Tile::setType'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Tile::setType