```
Block #0
r0 := @this
specialinvoke r0.<init>()
return
```

void <init>()

```
Block #0
r0 := @this
  ioinitial ioinitialia ioinitia ioinitialia ioinitia ioinitialia ioinitialia ioinitialia ioinitialia ioinitialia ioinitia ioi
$r1 = newarray (android.graphics.Bitmap)[$i0]
r0.mTileArray = r1
     return
```

void resetTiles(int)