

Block #0

r0 := @this

specialinvoke r0.<init>()

return

void <init>()

Block #0

`r0 := @this`

`$i0 := @parameter0`

`$i1 := @parameter1`

`$i2 := @parameter2`

`$r1 = r0.mTileGrid`

`$r2 = $r1[$i1]`

`$r2[$i2] = $i0`

`return`

`void setTile(int,int,int)`