

SimCityBuildingPlacer::makeCannonChoke

```
graph LR; A[SimCityBuildingPlacer::makeCannonChoke] --> B[Vec::translate]; A --> C[Vec::normalize];
```

A diagram illustrating function calls. A central gray box labeled 'SimCityBuildingPlacer::makeCannonChoke' has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'Vec::translate' and the bottom white box is labeled 'Vec::normalize'.

Vec::translate

Vec::normalize