

messages::StaticGameData::clear_walkable



```
graph LR; A[messages::StaticGameData::clear_walkable] --> B[google::protobuf::RepeatedField::Clear]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'messages::StaticGameData::clear_walkable'. The right box is white and contains the text 'google::protobuf::RepeatedField::Clear'. A dark blue arrow points from the right side of the left box to the left side of the right box.

google::protobuf::RepeatedField::Clear