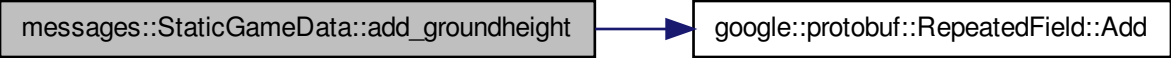


messages::StaticGameData::add_groundheight



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

google::protobuf::RepeatedField::Add