

messages::StaticGameData::clear_staticgeysers

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

A diagram showing a call to a protobuf Clear method. On the left, a gray rectangular box contains the text 'messages::StaticGameData::clear_staticgeysers'. A dark blue arrow points from this box to a white rectangular box on the right, which contains the text 'google::protobuf::RepeatedPtrField::Clear'. Both boxes have a thin black border.

google::protobuf::RepeatedPtrField::Clear