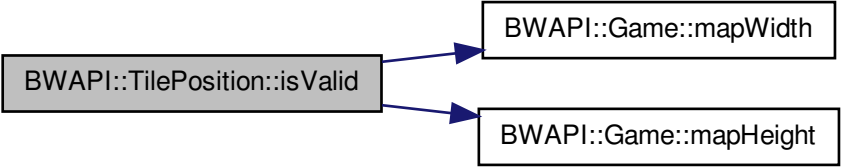


BWAPI::TilePosition::isValid



```
graph LR; A[BWAPI::TilePosition::isValid] --> B[BWAPI::Game::mapWidth]; A --> C[BWAPI::Game::mapHeight];
```

The diagram illustrates the dependencies of the `BWAPI::TilePosition::isValid` function. It is represented as a gray rectangular box on the left. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text `BWAPI::Game::mapWidth`. The bottom arrow points to another white rectangular box containing the text `BWAPI::Game::mapHeight`. All boxes have a black border.

BWAPI::Game::mapWidth

BWAPI::Game::mapHeight