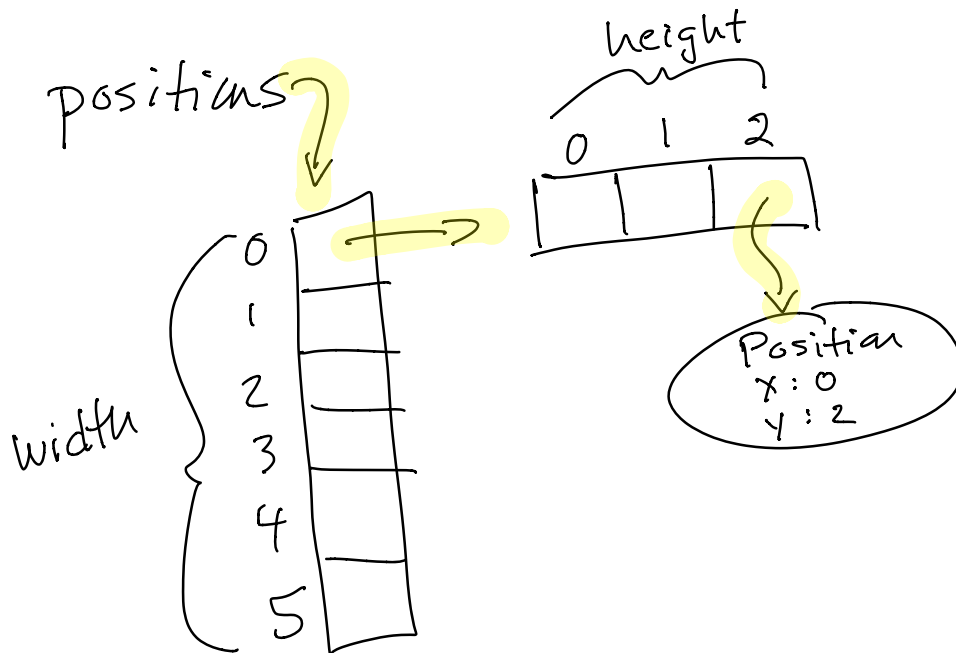


In maze.h

Position *** positions;
see example 1.map } width: 5, height: 3



The three pointers are highlighted in yellow.

positions[0][2] contains a Position*