

TileMapComponent::Update



```
graph LR; A[TileMapComponent::Update] --> B[Component::ParseAndUpdate Broadcast]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'TileMapComponent::Update'. The right box is white with a black border and contains the text 'Component::ParseAndUpdate' on the top line and 'Broadcast' on the bottom line. A blue arrow points from the right side of the gray box to the left side of the white box.

Component::ParseAndUpdate
Broadcast