

TileMapComponent::Render



```
graph LR; A[TileMapComponent::Render] --> B[TileMapComponent::GetTileType]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is filled with a dark gray color and contains the text 'TileMapComponent::Render'. The right box is white with a black border and contains the text 'TileMapComponent::GetTileType'. A blue arrow points from the right side of the left box to the left side of the right box, indicating a call or relationship between the two.

TileMapComponent::GetTileType