

TileMapComponent::ShowComponent
Editor



```
graph LR; A[TileMapComponent::ShowComponent  
Editor] --> B[TileMapComponent::SetTile]
```

A diagram showing a call from the `TileMapComponent::ShowComponentEditor` method to the `TileMapComponent::SetTile` method. The first box is gray and the second is white, connected by a blue arrow.

TileMapComponent::SetTile