```
MCN::State< Tile >
 + Target

    target

 + State()
 + Initialize()
 + Destroy()
 + Run()
 + Finish()
 + Dispose()
       TileState
 + TileState()
 + GetCurrentType()
 + OnTouchEvent()
Tile.TileState Deactive
+ TileState Deactive()
+ Run()
+ GetCurrentType()
- SetTileColor()
```