

Tile.TileState_Deactive.
SetTileColor



```
graph LR; A["Tile.TileState_Deactive.  
SetTileColor"] --> B["Tile.Tile"]
```

A diagram showing a call to the method `Tile.TileState_Deactive.SetTileColor` pointing to the object `Tile.Tile`. The call is represented by a grey rectangular box on the left, and the object is represented by a white rectangular box on the right. A dark blue arrow points from the call box to the object box.

Tile.Tile