MCN::MonoSingletone
< MapManager >

+ Instance
- _instance

CreatedObjectName()

MapManager

- _mapSize
- _placeObjInfos
- _mapCreator
- _tilemap

+ CreateTilemap()
+ RemoveTilemap()
+ IsInMapSize()
+ PlaceObjacts()
+ IsExistMap()
+ GetTile()
+ AttachObject()
+ ChangeAllTileState()
# CreatedObjectName()
- Awake()
- Update()
- DecorateObject()