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

    target

 + State()
+ Initialize()
+ Destroy()
 + Run()
+ Finish()
 + Dispose()
      TileState
 + TileState()
 + GetCurrentType()
 + OnTouchEvent()
Tile.TileState_Normal
+ TileState Normal()
+ Run()
+ GetCurrentType()
```

- SetTileColor()