

绑定

结构

TileState

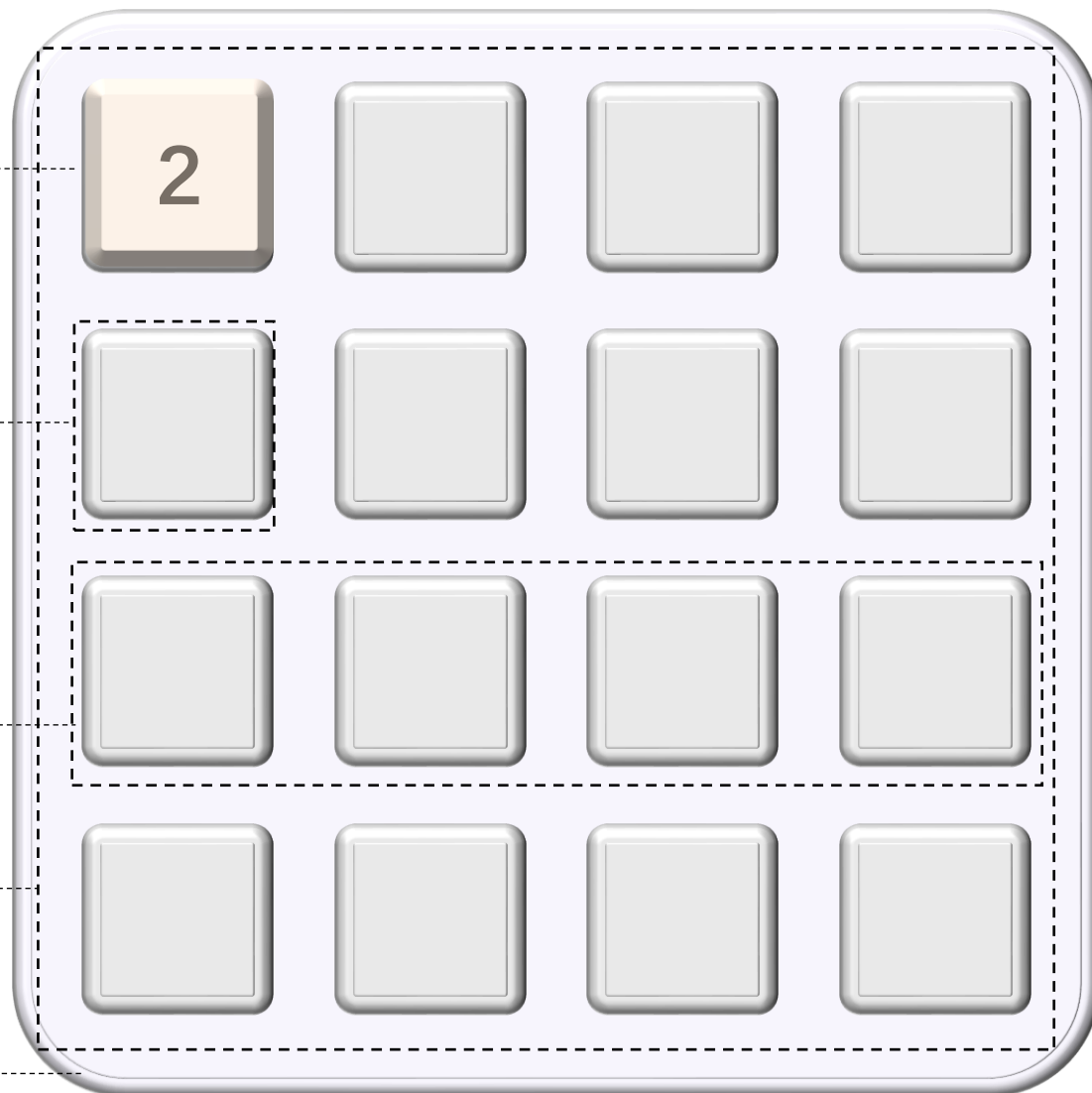
Tile

TileCell

TileRow

TileGrid

TileBoard



4

128

8

256

16

512

32

1024

64

2048