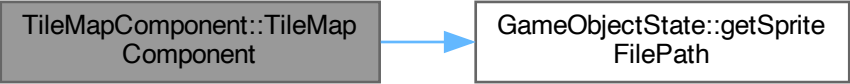


TileMapComponent::TileMap
Component



```
graph LR; A[TileMapComponent::TileMap Component] --> B[GameObjectState::getSprite  
FilePath];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box has a gray background and contains the text 'TileMapComponent::TileMap Component'. The right box has a white background and contains the text 'GameObjectState::getSprite' followed by 'FilePath' on a new line. The blue arrow originates from the right side of the gray box and points to the left side of the white box.

GameObjectState::getSprite
FilePath