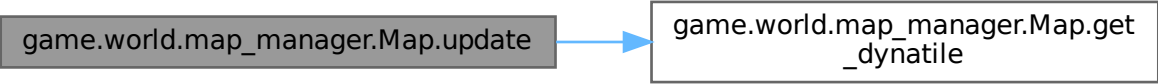


game.world.map_manager.Map.update



```
graph LR; A[game.world.map_manager.Map.update] --> B[game.world.map_manager.Map.get_dynatile]
```

game.world.map_manager.Map.get
_dynatile