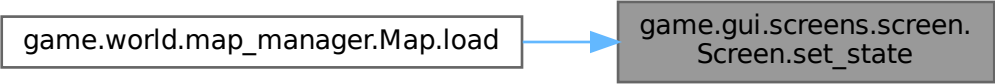


game.world.map\_manager.Map.load



```
graph LR; A[game.world.map_manager.Map.load] --> B[game.gui.screens.screen.Screen.set_state]
```

game.gui.screens.screen.  
Screen.set\_state