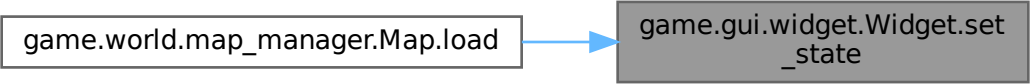


game.world.map_manager.Map.load



```
graph LR; A[game.world.map_manager.Map.load] --> B[game.gui.widget.Widget.set_state]
```

game.gui.widget.Widget.set
_state