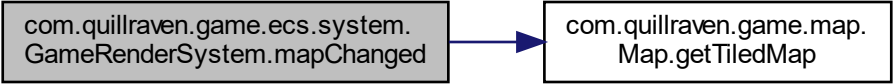


com.quillraven.game.ecs.system.
GameRenderSystem.mapChanged



```
graph LR; A[com.quillraven.game.ecs.system.  
GameRenderSystem.mapChanged] --> B[com.quillraven.game.map.  
Map.getTiledMap]
```

A diagram showing a call from the `GameRenderSystem.mapChanged` method to the `Map.getTiledMap` method. The source method is in a gray box on the left, and the target method is in a white box on the right. A blue arrow points from the source to the target.

com.quillraven.game.map.
Map.getTiledMap