

MidnightBlue.PlanetScene.Exit



```
graph LR; A[MidnightBlue.PlanetScene.Exit] --> B[MB2D.EntityComponent.CollisionSystem.SetTileMap]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MidnightBlue.PlanetScene.Exit'. The right box is white and contains the text 'MB2D.EntityComponent.CollisionSystem.SetTileMap'. A blue arrow points from the right side of the gray box to the left side of the white box.

MB2D.EntityComponent.Collision
System.SetTileMap