

TilesWalk.Building.Level
Editor.LevelEditorTileView.Start



```
graph LR; A[TilesWalk.Building.LevelEditor.LevelEditorTileView.Start] --> B[TilesWalk.Building.LevelEditor.CustomLevelPlayer.OnStopAsObservable];
```

TilesWalk.Building.Level
Editor.CustomLevelPlayer.OnStop
AsObservable