

TilesWalk.Building.Level  
Editor.UI.SaveLevelCanvas.On  
SaveConfirm



```
graph LR; A[TilesWalk.Building.LevelEditor.UI.SaveLevelCanvas.OnSaveConfirm] --> B[TilesWalk.General.UI.Confirmation.Configure];
```

TilesWalk.General.UI.Confirmation.  
Configure