

TilesWalk.Tile.TileController.
ChainRefreshPaths

```
graph LR; A[TilesWalk.Tile.TileController.ChainRefreshPaths] --> B[TilesWalk.Tile.Tile.Refresh MatchingColorPatch]; A --> C[TilesWalk.Tile.Tile.Refresh ShortestLeafPath];
```

TilesWalk.Tile.Tile.Refresh
MatchingColorPatch

TilesWalk.Tile.Tile.Refresh
ShortestLeafPath