

ObligatoryComponentBehaviour
< TextMeshProUGUI >

A diagram illustrating a relationship between two components. A blue arrow points upwards from a grey box at the bottom to a white box at the top. The white box contains the text 'ObligatoryComponentBehaviour' followed by '< TextMeshProUGUI >' on the next line. The grey box contains the text 'TilesWalk.Gameplay.Level.' followed by 'UI.TileViewLevelMapNameLabel' on the next line.

TilesWalk.Gameplay.Level.
UI.TileViewLevelMapNameLabel