

```
TilesWalk.Building.Level.  
TileViewMap< LevelMap,  
LevelTileView, LevelTileViewFactory  
>::Start
```

A blue arrow points from the right side of the first box to the left side of the second box, indicating a call to the Start method.

```
TilesWalk.Building.Level.  
TileViewMap.OnNewTileInstance
```