

TilesWalk.Building.Level
Editor.LevelEditorTileView.Start



```
graph LR; A[TilesWalk.Building.LevelEditor.LevelEditorTileView.Start] --> B[TilesWalk.Building.LevelEditor.UI.TileInsertionModeCanvas.GetToggle];
```

TilesWalk.Building.Level
Editor.UI.TileInsertionModeCanvas.
GetToggle