

```
TilesWalk.General.Patterns.  
GenericFactory< LevelTileView  
>::NewInstance
```



```
graph LR; A[TilesWalk.General.Patterns.GenericFactory< LevelTileView >::NewInstance] --> B[TilesWalk.General.Patterns.GenericFactory.CreateInstance];
```

A diagram showing a call to the `GenericFactory.CreateInstance` method. A blue arrow points from the `NewInstance` property access in the left box to the `CreateInstance` method in the right box.

```
TilesWalk.General.Patterns.  
GenericFactory.CreateInstance
```