


tiles.TileManager.loadTextures



```
graph LR; A[tiles.TileManager.loadTextures] --> B[tiles.TileManager.storeTexture]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'tiles.TileManager.loadTextures'. The right box is white and contains the text 'tiles.TileManager.storeTexture'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

tiles.TileManager.storeTexture