

entity.Character.Character



```
graph LR; A[entity.Character.Character] --> B[entity.Entity.loadTextures]
```

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

entity.Entity.loadTextures