

GolfBall::Init

TestModel::Init

StaticMesh::GetTextures

```
graph LR; A[GolfBall::Init] --> C[StaticMesh::GetTextures]; B[TestModel::Init] --> C;
```

The diagram illustrates a dependency or call relationship. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'GolfBall::Init' and the bottom box contains 'TestModel::Init'. On the right, there is a single gray rectangular box containing the text 'StaticMesh::GetTextures'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'GolfBall::Init' and 'TestModel::Init' depend on or call 'StaticMesh::GetTextures'.