

PirateGame::TextureHandler

```
classDiagram
    class PirateGame_MarketTextureHandler["PirateGame::MarketTextureHandler"]
    class PirateGame_TextureHandler["PirateGame::TextureHandler"]
    PirateGame_MarketTextureHandler --|> PirateGame_TextureHandler
```

PirateGame::MarketTexture
Handler