


al.tonikolaba.gamestate.
GameStateManagerTest.loadState



```
graph LR; A[al.tonikolaba.gamestate.  
GameStateManagerTest.loadState] --> B[al.tonikolaba.gamestate.  
GameStateManager.loadState]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box has a gray background and contains the text 'al.tonikolaba.gamestate. GameStateManagerTest.loadState'. The right box has a white background and contains the text 'al.tonikolaba.gamestate. GameStateManager.loadState'.

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GameStateManager.loadState