## **IResourceRequest** + IsDone + BaseURL + StartWorkRequest() + WhenDone() BaseRoomStyleRequest + IsDone + BaseURL ResourceLocator + Requestor + TextureToApply + Response + BaseRoomStyleRequest() + StartWorkRequest() + WhenDone() MultiWallTextureRequest SecondResourceLocator + SecondResponse + MergedTexture + RequestingWall + MultiWallTextureRequest() + StartWorkRequest() + WhenDone() MergeWallTextures()