


Map::Map



```
graph LR; A[Map::Map] --> B[TextureLoader::loadTexture]
```

A diagram illustrating a function call. On the left, a white rectangular box with a dark gray border contains the text "Map::Map". A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a dark gray border and contains the text "TextureLoader::loadTexture".

TextureLoader::loadTexture