

CritterTower::render

IntroState::render

LTexture::getHeight

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graph LR; A[CritterTower::render] --> C[LTexture::getHeight]; B[IntroState::render] --> C;
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The diagram illustrates a dependency where two different render methods, CritterTower::render and IntroState::render, both call the LTexture::getHeight method. The call sites are represented by white boxes on the left, and the target method is represented by a gray box on the right. Blue arrows indicate the direction of the calls from the render methods to the LTexture::getHeight method.