

prz::Texture

```
classDiagram
    class Texture_Cube["prz::Texture_Cube"]
    class Texture["prz::Texture"]
    Texture_Cube --|> Texture
```

The diagram illustrates a class hierarchy. At the bottom is a gray-shaded box labeled 'prz::Texture_Cube'. A blue arrow points vertically upwards from this box to a white box labeled 'prz::Texture' at the top. This indicates that 'prz::Texture_Cube' inherits from 'prz::Texture'.

prz::Texture_Cube