


Enemy::setTexture



```
graph LR; A[Enemy::setTexture] --> B[TextureManager::getTexture]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'Enemy::setTexture'. The right box is white with a black border and contains the text 'TextureManager::getTexture'. A blue arrow points from the right side of the gray box to the left side of the white box.

TextureManager::getTexture