

Wall::setTexture



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

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a dark gray color and contains the text 'Wall::setTexture'. The right box is white with a dark gray border and contains the text 'TextureManager::getTexture'. The blue arrow points from the right side of the left box to the left side of the right box, indicating a directional flow or dependency.

TextureManager::getTexture