


Medkit::loadFiles



```
graph LR; A[Medkit::loadFiles] --> B[TextureManager::getTexture]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'Medkit::loadFiles'. A blue arrow points from this box to a white rectangular box on the right, which contains the text 'TextureManager::getTexture'. Both boxes have a thin black border.

TextureManager::getTexture