


Explosive::loadFiles



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

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a light gray color and contains the text 'Explosive::loadFiles'. The right box is white with a black 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