


Door::loadFiles



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

A diagram showing a call from the `Door::loadFiles` method to the `TextureManager::getTexture` method. The `Door::loadFiles` box is shaded gray, and the `TextureManager::getTexture` box is white. A blue arrow points from the gray box to the white box.

TextureManager::getTexture