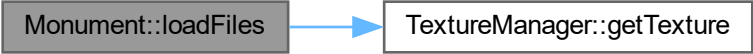


Monument::loadFiles



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

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'Monument::loadFiles'. The right box is white with a dark gray border and contains the text 'TextureManager::getTexture'.

TextureManager::getTexture