

Wall::loadFiles



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

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

TextureManager::getTexture