

TextureManagerAttorney.h

```
graph TD; A[TextureManagerAttorney.h] --> B[TextureManager.h]; B --> C[map];
```

The diagram illustrates a vertical flow of three components. At the top is a gray rectangular box containing the text 'TextureManagerAttorney.h'. A blue arrow points downwards from this box to a white rectangular box in the middle containing the text 'TextureManager.h'. Another blue arrow points downwards from the middle box to a white rectangular box at the bottom containing the text 'map'.

TextureManager.h

map