

afficher_inventaire

afficher_inventaire
_manette

afficher_textures_equipe

```
graph LR; A[afficher_inventaire] --> C[afficher_textures_equipe]; B[afficher_inventaire_manette] --> C;
```

The diagram illustrates a functional dependency or call relationship. On the left, two rectangular boxes with red borders contain the text 'afficher_inventaire' and 'afficher_inventaire_manette'. On the right, a single rectangular box with a black border and light gray fill contains the text 'afficher_textures_equipe'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the right box, indicating that both 'afficher_inventaire' and 'afficher_inventaire_manette' are inputs or sources for the 'afficher_textures_equipe' function.