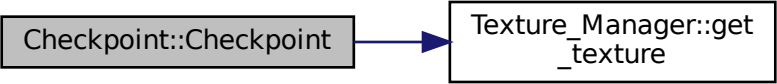


Checkpoint::Checkpoint



```
graph LR; A[Checkpoint::Checkpoint] --> B[Texture_Manager::get_texture]
```

A diagram illustrating a function call. On the left, a gray rectangular box with a black border contains the text "Checkpoint::Checkpoint". A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text "Texture_Manager::get_texture".

Texture_Manager::get
_texture