

Launcher::Launcher



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Launcher::Launcher'. The right box is white and contains the text 'Texture\_Manager::get\_texture' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

Texture\_Manager::get  
\_texture