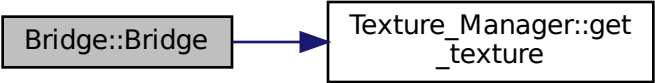


Bridge::Bridge



```
graph LR; A[Bridge::Bridge] --> 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 "Bridge::Bridge". A dark 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" on two lines.

Texture\_Manager::get  
\_texture