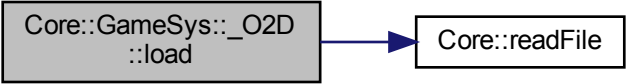


Core::GameSys::\_O2D  
::load



```
graph LR; A[Core::GameSys::_O2D::load] --> B[Core::readFile]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Core::GameSys::\_O2D' on the top line and '::load' on the bottom line. The right box is white and contains the text 'Core::readFile'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Core::readFile