


Core::GameSys::\_Flora  
::draw



```
graph LR; A[Core::GameSys::_Flora::draw] --> B[Core::Texture::Set]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'Core::GameSys::\_Flora' on the top line and '::draw' on the bottom line. The right box is white with a black border and contains the text 'Core::Texture::Set'. A blue arrow points from the right side of the left box to the left side of the right box.

Core::Texture::Set