

TrafficSim::RoadTurn
::flip



```
graph LR; A[TrafficSim::RoadTurn::flip] --> B[sf::Shape::setTexture]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'TrafficSim::RoadTurn' on the top line and '::flip' on the bottom line. The right box is white with a black border and contains the text 'sf::Shape::setTexture'. A blue arrow points from the right side of the gray box to the left side of the white box.

sf::Shape::setTexture