```cpp
 1  #ifndef MENUTEXTURE_H
 2  #define MENUTEXTURE_H
 3  #endif
 4  #ifndef MENUITEMINTERFACE
 5  #define MENUITEMINTERFACE
 6  #include "MenuItemInterface.h"
 7  #endif
 8  #include "SDL_ttf.h"
 9
10  class MenuTexture : public MenuItemInterface{
11      private:
12          SDL_Texture* texture;
13          std::string text;
14          std::string fontpath;
15          TTF_Font* font;
16          SDL_Color color;
17          SDL_Rect appearance;
18          int fontsize;
19          SDL_Texture* loadTextTexture();
20          void setColor(Uint8 r, Uint8 g, Uint8 b, Uint8 a);
21          bool setFont(std::string path);
22      public:
23          MenuTexture(std::string text, std::string fontpath, int fontsize,
                SDL_Color color);
24          bool loadMedia();
25          void render();
26          void free();
27          void setX(int x);
28          void setY(int y);
29          int getX();
30          int getY();
31          int getW();
32          int getH();
33          void tick();
34          std::string getType();
35          ~MenuTexture();
36  };
37
```