```cpp
#include "AbstractTexture.h"
#include "Window.h"

AbstractTexture::AbstractTexture() {
    appearance = { 0,0,0,0 };
};

AbstractTexture::~AbstractTexture() {};

SDL_Texture* AbstractTexture::loadTexture(std::string path) {
    //final texture pointer
    SDL_Texture* new_texture = NULL;

    //create surface
    SDL_Surface* loaded_surface = IMG_Load(path.c_str());
    if (loaded_surface == NULL) {
        printf("Unable to load image %s! SDL_image Error: %s\n" , path.c_str(), IMG_GetError());
    }
    else {
        //Create texture
        new_texture = SDL_CreateTextureFromSurface(Window::getInstance()->getRenderer(), loaded_surface);
        if (new_texture == NULL) {
            printf("Unable to create texture from %s! SDL Error: %s\n" , path.c_str(), SDL_GetError());
        }

        //Get rid of old loaded surface
        SDL_FreeSurface(loaded_surface);
    }

    return new_texture;
};

```