

MenuButton::popUp



```
graph LR; A[MenuButton::popUp] --> B[MenuComponent::setTexture]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MenuButton::popUp'. The right box is white and contains the text 'MenuComponent::setTexture'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

MenuComponent::setTexture