

BlocMystere::onHit



```
graph LR; A[BlocMystere::onHit] --> B[BlocMystere::changerTexture]
```

A diagram showing a call from the function BlocMystere::onHit to the function BlocMystere::changerTexture. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

BlocMystere::changerTexture