```
GI uint *
              -m texture
    TexturedPolygons
+ TexturedPolygons()
+ ~TexturedPolygons()
+ GetTexture()
+ LoadTexture()
+ SetTextureCount()
+ CreateTexture()
+ CreateDisplayList()
+ CreateYtoZWindowList()
+ CreateXtoYWindowList()
+ CreateAngledPolygon()

    LoadRawlmageFile()

- Clear()

    CreateXtoZTextureList()

    CreateXtoYTextureList()

    CreateYtoZTextureList()

    CreateTextureScale()
```

TexturedPolygons()

- operator=()