

sf::Texture

```
classDiagram
    class sfTexture["sf::Texture"]
    class engineCTTexture["engine::CTexture"]
    engineCTTexture --|> sfTexture
```

The diagram shows a class hierarchy. At the top is the 'sf::Texture' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'engine::CTexture' class, represented by a grey box with a black border. A blue arrow with an open triangular head points from the 'engine::CTexture' class to the 'sf::Texture' class, indicating that 'engine::CTexture' inherits from 'sf::Texture'. The 'engine::CTexture' class is divided into three horizontal sections: the top section contains the class name, the middle section is empty, and the bottom section contains a list of public methods, each preceded by a '+' sign.

engine::CTexture

- + CTexture()
- + CTexture()
- + CTexture()
- + operator=()
- + getSubNum()
- + getSubSize()