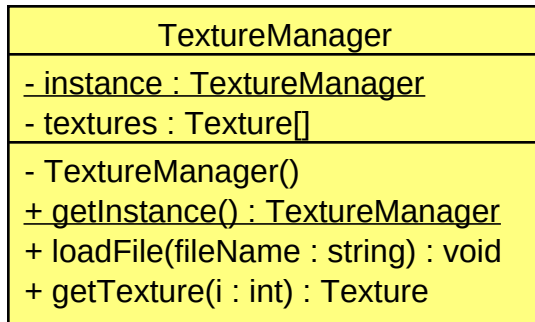




```
public static TextureManager getInstance() {  
    if (instance == null) {  
        instance = new TextureManager();  
    }  
    return instance;  
}
```