

ch.innovazion.arionide.ui.
GLTextureAllocator.allocate

```
graph LR; A[ch.innovazion.arionide.ui.  
GLTextureAllocator.allocate] --> B[ch.innovazion.arionide.ui.  
GLTextureAllocator.internalAlloc]; A --> C[ch.innovazion.arionide.ui.  
GLTextureAllocator.pop];
```

The diagram illustrates a sequence of method calls. A central box on the left, labeled 'ch.innovazion.arionide.ui. GLTextureAllocator.allocate', has two blue arrows pointing to the right. The top arrow points to a box labeled 'ch.innovazion.arionide.ui. GLTextureAllocator.internalAlloc', and the bottom arrow points to a box labeled 'ch.innovazion.arionide.ui. GLTextureAllocator.pop'.

ch.innovazion.arionide.ui.
GLTextureAllocator.internalAlloc

ch.innovazion.arionide.ui.
GLTextureAllocator.pop