

FailureLogoDraw::GetDecale
Texture



```
graph LR; A[FailureLogoDraw::GetDecaleTexture] --> B[TextureObject::GetHandler]
```

A diagram showing a call from FailureLogoDraw::GetDecaleTexture to TextureObject::GetHandler. The first box is 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.

TextureObject::GetHandler