

TextureObject::SetTexture
Information



```
graph LR; A[TextureObject::SetTexture Information] --> B[Effekseer::int]
```

A diagram showing a call from a function to a variable. On the left, a gray rectangular box contains the text "TextureObject::SetTexture Information". A blue arrow points from the right side of this box to a white rectangular box on the right, which contains the text "Effekseer::int".

Effekseer::int