

BARE2D::GLContext::
unbindTexture

```
graph LR; A[BARE2D::GLContext::unbindTexture] --> B[BARE2D::GLContext::bindTexture]; A --> C[BARE2D::GLContext::setActiveTexture];
```

The diagram illustrates a branching point in a code execution flow. A gray box on the left, labeled 'BARE2D::GLContext::unbindTexture', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'BARE2D::GLContext::bindTexture', and the bottom arrow points to another white box labeled 'BARE2D::GLContext::setActiveTexture'.

BARE2D::GLContext::
bindTexture

BARE2D::GLContext::
setActiveTexture