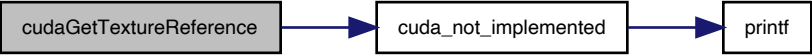


cudaGetTextureReference



```
graph LR; A[cudaGetTextureReference] --> B[cuda_not_implemented]; B --> C[printf];
```

A flowchart with three rectangular boxes connected by arrows. The first box on the left is shaded gray and contains the text 'cudaGetTextureReference'. A dark blue arrow points from its right side to the second box, which is white and contains 'cuda_not_implemented'. Another dark blue arrow points from the right side of the second box to the third box, which is white and contains 'printf'.

cuda_not_implemented

printf