

Assets::GetTexture



```
graph LR; A[Assets::GetTexture] --> B[Assets::GetInstance]
```

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'Assets::GetTexture'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right, which contains the text 'Assets::GetInstance'.

Assets::GetInstance