

ResourceManager::LoadTexture



```
graph LR; A[ResourceManager::LoadTexture] --> B[make_shared_texture]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a dark gray border and contains the text 'ResourceManager::LoadTexture'. The right box is gray with a dark gray border and contains the text 'make\_shared\_texture'. A blue arrow points from the right side of the left box to the left side of the right box.

make\_shared\_texture