

Texture::setParameter



```
graph LR; A[Texture::setParameter] --> B[Texture::bind]
```

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 'Texture::setParameter'. 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 'Texture::bind'.

Texture::bind