


Texture::setTarget



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

A diagram showing a sequence of two operations. The first operation, 'Texture::setTarget', is enclosed in a gray rectangular box with a black border. A dark blue arrow points from the right side of this box to the left side of a second rectangular box. The second box, which has a white fill and a black border, contains the text 'Texture::bind'.

Texture::bind