

LTexture



```
graph BT; LButton -- gButtonSpriteTexture --> LTexture
```

The diagram illustrates a class inheritance relationship. At the top is a white rectangular box labeled 'LTexture'. Below it is a gray rectangular box labeled 'LButton'. A dashed purple arrow points from the 'LButton' box up to the 'LTexture' box. To the right of this arrow, the text 'gButtonSpriteTexture' is written in a light gray font.

gButtonSpriteTexture

LButton