

arc::SDL::drawTexture



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graph LR; A[arc::SDL::drawTexture] --> B[arc::Texture::GetPath]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'arc::SDL::drawTexture'. The right box is white and contains the text 'arc::Texture::GetPath'. A blue arrow points from the right side of the gray box to the left side of the white box.

arc::Texture::GetPath