


arc::SFML::drawTexture



```
graph LR; A[arc::SFML::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::SFML::drawTexture'. The right box is white and contains the text 'arc::Texture::GetPath'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

arc::Texture::GetPath