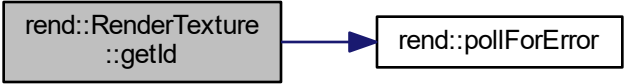


rend::RenderTexture  
::getId



```
graph LR; A[rend::RenderTexture::getId] --> B[rend::pollForError]
```

A diagram showing a call from the function `rend::RenderTexture::getId` to the function `rend::pollForError`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

rend::pollForError