

rend::Texture::getId



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

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

rend::pollForError