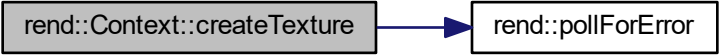


rend::Context::createTexture



```
graph LR; A[rend::Context::createTexture] --> B[rend::pollForError]
```

rend::pollForError