

fillwave::manager::TextureObject< T >

```
graph BT; T2D[fillwave::manager::TextureObject2D< T >] --- H[ ]; T3D[fillwave::manager::TextureObject3D< T >] --- H; H --> TO[fillwave::manager::TextureObject< T >];
```

fillwave::manager::TextureObject2D< T >

fillwave::manager::TextureObject3D< T >