

flw::flc::GLObject

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graph BT; A[flw::flc::GLObject] <-- B[flw::flc::Texture]; B <-- C[flw::flc::Texture2D]; C <-- D[flw::flc::Texture2DRenderable]; D <-- E[flw::flc::Texture2DRenderableDynamic];
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flw::flc::Texture

flw::flc::Texture2D

flw::flc::Texture2DRenderable

flw::flc::Texture2DRenderableDynamic