


MaterialManager::CreateTexture
Material



```
graph LR; A[MaterialManager::CreateTexture<br/>Material] --> B[Logger::Log]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'MaterialManager::CreateTexture' on the top line and 'Material' on the bottom line. The right box is white with a black border and contains the text 'Logger::Log'. A blue arrow points from the right side of the gray box to the left side of the white box.

Logger::Log