

TextureManager::LoadTexture



```
graph LR; A[TextureManager::LoadTexture] --> B[TextureManager::IsLoaded]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is filled with a dark gray color and contains the text 'TextureManager::LoadTexture'. The right box is white with a dark gray border and contains the text 'TextureManager::IsLoaded'. A blue arrow points from the right side of the left box to the left side of the right box.

TextureManager::IsLoaded