


TextureManager::LoadCubemap



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

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is dark gray with a thin black border and contains the text 'TextureManager::LoadCubemap'. The right box is white with a thin black 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