


Texture::SetWrap



```
graph LR; A[Texture::SetWrap] --> B[Texture::toGL]
```

A diagram showing a call from the `Texture::SetWrap` function to the `Texture::toGL` function. The `Texture::SetWrap` box is gray, and the `Texture::toGL` box is white. A blue arrow points from the gray box to the white box.

Texture::toGL