

initTextureWin



```
graph LR; A[initTextureWin] --> B[loadTextureWin]; B --> C[loadImage];
```

A flowchart illustrating a sequence of three steps. The first step, 'initTextureWin', is highlighted with a gray background. A blue arrow points from it to the second step, 'loadTextureWin', which has a white background. Another blue arrow points from 'loadTextureWin' to the third step, 'loadImage', which also has a white background. All steps are enclosed in black rectangular boxes.

loadTextureWin

loadImage