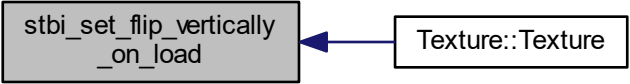


stbi_set_flip_vertically
_on_load



```
graph RL; Texture[Texture::Texture] --> stbi[stbi_set_flip_vertically_on_load];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'stbi_set_flip_vertically' on the top line and '_on_load' on the bottom line. The box on the right is white with a black border and contains the text 'Texture::Texture'. A dark blue arrow points from the right side of the white box to the right side of the gray box.

Texture::Texture