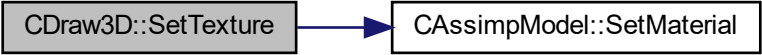


CDraw3D::SetTexture



```
graph LR; A[CDraw3D::SetTexture] --> B[CAssimpModel::SetMaterial]
```

A diagram showing a call from CDraw3D::SetTexture to CAssimpModel::SetMaterial. The first box, CDraw3D::SetTexture, is shaded gray and has a black border. A blue arrow points from its right side to the second box, CAssimpModel::SetMaterial, which is white with a black border.

CAssimpModel::SetMaterial