


TextureManager::loadTexture2D



```
graph LR; A[TextureManager::loadTexture2D] --> B[Texture2D::create]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "TextureManager::loadTexture2D". A blue arrow points from the right side of this box to the right side of a white rectangular box on the right, which contains the text "Texture2D::create". Both boxes have a thin black border.

Texture2D::create