


TextureManager::loadTexture2D



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

The diagram illustrates a function call. On the left, a white rectangular box with a dark gray border contains the text "TextureManager::loadTexture2D". A blue arrow points from the right side of this box to the right side of a second box. The second box is gray with a dark gray border and contains the text "Texture2D::create".

Texture2D::create