

MNL::MnRenderer::ApplyTextures



```
graph LR; A[MNL::MnRenderer::ApplyTextures] --> B[MNL::MnRenderAPI::SetShaderResourceView]
```

The diagram illustrates a function call. On the left, a gray rectangular box contains the text 'MNL::MnRenderer::ApplyTextures'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. This white box contains the text 'MNL::MnRenderAPI::SetShaderResourceView'.

MNL::MnRenderAPI::SetShader
ResourceView