

MNL::MnRenderer::ApplyTextures

WinMain



```
graph RL; WinMain --> MNL::MnRenderer::ApplyTextures
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'MNL::MnRenderer::ApplyTextures'. The box on the right is white and contains the text 'WinMain'. A dark blue arrow points from the right side of the 'WinMain' box to the left side of the 'MNL::MnRenderer::ApplyTextures' box, indicating a function call or interaction.