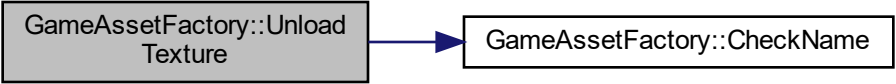


GameAssetFactory::Unload
Texture



```
graph LR; A[GameAssetFactory::Unload Texture] --> B[GameAssetFactory::CheckName]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameAssetFactory::Unload Texture' on two lines. The right box is white with a black border and contains the text 'GameAssetFactory::CheckName' on one line. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GameAssetFactory::CheckName