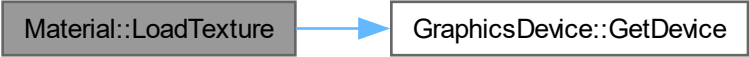


Material::LoadTexture



```
graph LR; A[Material::LoadTexture] --> B[GraphicsDevice::GetDevice]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'Material::LoadTexture'. The right box is white with a thin black border and contains the text 'GraphicsDevice::GetDevice'.

GraphicsDevice::GetDevice