

u22::graphics::Texture
::Bind

```
graph LR; A["u22::graphics::Texture  
::Bind"] --> B["glBindTexture"]
```

A diagram showing a call from a method to a function. On the left, a gray rectangular box contains the text "u22::graphics::Texture" on the top line and "::Bind" on the bottom line. A dark blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text "glBindTexture".

glBindTexture