

u22::graphics::Texture
::Bind

u22::graphics::Texture
::UnBind

glBindTexture

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

The diagram illustrates two function calls to `glBindTexture`. On the left, there are two white rectangular boxes. The top box contains the text `u22::graphics::Texture::Bind` and the bottom box contains `u22::graphics::Texture::UnBind`. On the right, there is a gray rectangular box containing the text `glBindTexture`. Two blue arrows originate from the right side of the top and bottom boxes and point towards the left side of the gray box, indicating that both `Bind` and `UnBind` methods call `glBindTexture`.