

u22::graphics::Texture
::Load



```
graph LR; A["u22::graphics::Texture  
::Load"] --> B["glGetFloatv"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'u22::graphics::Texture' on the top line and '::Load' on the bottom line. The right box is gray with a black border and contains the text 'glGetFloatv'. A blue arrow points from the right side of the left box to the left side of the right box.

glGetFloatv