

u22::graphics::Texture
::Load

u22::graphics::Texture
::TextureMapping

glPixelStorei

```
graph LR; A[u22::graphics::Texture::Load] --> C[glPixelStorei]; B[u22::graphics::Texture::TextureMapping] --> C;
```

The diagram illustrates a dependency or mapping relationship. On the left, there are two white rectangular boxes. The top box contains the text 'u22::graphics::Texture::Load' and the bottom box contains 'u22::graphics::Texture::TextureMapping'. On the right, there is a gray rectangular box containing the text 'glPixelStorei'. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that both source functions or methods are associated with or mapped to the 'glPixelStorei' target.