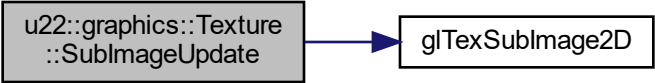


u22::graphics::Texture
::SubImageUpdate



```
graph LR; A["u22::graphics::Texture  
::SubImageUpdate"] --> B["glTexSubImage2D"]
```

A diagram showing a call from the `u22::graphics::Texture::SubImageUpdate` method to the `glTexSubImage2D` function. The source is in a grey box on the left, and the target is in a white box on the right, connected by a blue arrow.

glTexSubImage2D