

u22::graphics::Texture
::UnBind



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

A diagram showing a call from a function to a library function. On the left, a gray rectangular box contains the text "u22::graphics::Texture" on the top line and "::UnBind" on the bottom line. A dark blue arrow points from the right side of this box to the right side of another rectangular box on the right. This second box is white with a black border and contains the text "glBindTexture".

glBindTexture