

u22::graphics::Texture
::Generate



```
graph LR; A["u22::graphics::Texture  
::Generate"] --> B["glGenTextures"]
```

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

glGenTextures