

current texture unit selector

current texture unit

texture unit **0**

texture unit **1**

texture unit **2**

texture unit **3**

...

texture unit **m**

bound texture

texture
object **#1**

image data

sampler state

texture
object **#2**

image data

sampler state

...

texture
object **#n-1**

image data

sampler state

texture
object **#n**

image data

sampler state

```
glActiveTexture(GL_TEXTURE0+m);
```

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texture unit **0**

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...

texture unit **m**

bound texture

texture
object **#1**

image data

sampler state

texture
object **#2**

image data

sampler state

...

texture
object **#n-1**

image data

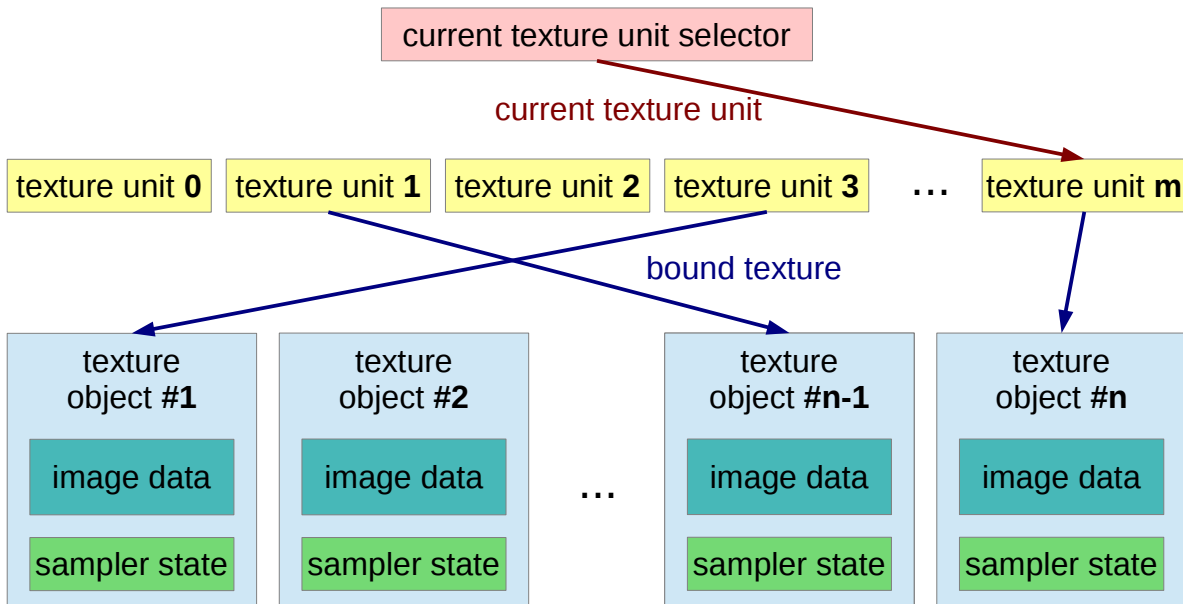
sampler state

texture
object **#n**

image data

sampler state

`glBindTexture(..., n);` applies to current texture unit



`glTexImage2D(...);` applies to currently bound texture of current texture unit

