

Evo.UBinary.DoReadTexture2D



```
graph LR; A[Evo.UBinary.DoReadTexture2D] --> B[Evo.UBinary.DoReadInt]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Evo.UBinary.DoReadTexture2D'. The right box is white and contains the text 'Evo.UBinary.DoReadInt'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Evo.UBinary.DoReadInt