

LoadTexture



```
graph LR; A[LoadTexture] --> B[MakeTexture]
```

A flow diagram consisting of two rectangular boxes connected by a horizontal blue arrow. The left box is gray and contains the text 'LoadTexture'. The right box is white and contains the text 'MakeTexture'. The arrow points from the right side of the gray box to the left side of the white box.

MakeTexture