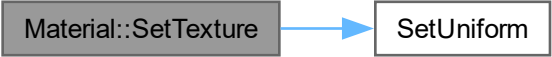


Material::SetTexture



```
graph LR; A[Material::SetTexture] --> B[SetUniform]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is dark gray with a thin black border and contains the text 'Material::SetTexture'. The right box is white with a thin black border and contains the text 'SetUniform'. The blue arrow points from the right side of the first box to the left side of the second box.

SetUniform