

Texture

```
graph BT; OpenGLTexture[OpenGLTexture] --> Texture[Texture];
```

A diagram illustrating a relationship between two classes. At the bottom is a gray rectangular box labeled "OpenGLTexture". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box labeled "Texture" positioned above it. The boxes have thin black borders.

OpenGLTexture