



```
graph LR; main[main] --> GLRendererSetupTexture[GLRendererSetupTexture];
```

GLRendererSetupTexture

The diagram consists of two rectangular boxes. The box on the left is light gray with a black border and contains the text 'GLRendererSetupTexture'. The box on the right is white with a black border and contains the text 'main'. A dark blue arrow points from the right side of the 'main' box to the left side of the 'GLRendererSetupTexture' box.

main