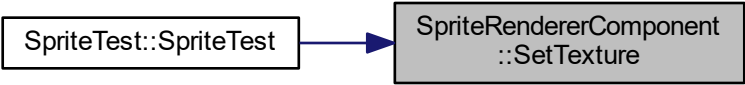


SpriteTest::SpriteTest



```
graph LR; A[SpriteTest::SpriteTest] --> B[SpriteRendererComponent::SetTexture]
```

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

SpriteRendererComponent
::SetTexture