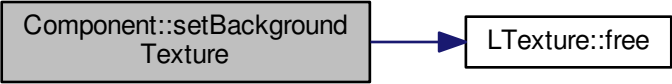


Component::setBackground
Texture



```
graph LR; A[Component::setBackgroundTexture] --> B[LTexture::free]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Component::setBackgroundTexture' split across two lines. The right box is white and contains the text 'LTexture::free'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

LTexture::free