

Renderer::register  
\_texture



```
graph LR; A[Renderer::register_texture] --> B[_load_texture]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'Renderer::register' on the top line and '\_texture' on the bottom line. The right box is gray with a black border and contains the text '\_load\_texture' on a single line.

\_load\_texture