


ImageLoader::LoadTextures



```
graph LR; A[ImageLoader::LoadTextures] --> B[ImageLoader::LoadTexture]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'ImageLoader::LoadTextures'. The right box is white and contains the text 'ImageLoader::LoadTexture'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

ImageLoader::LoadTexture