

LouiEriksson::Graphics  
::Texture::operator GLuint

LouiEriksson::Graphics  
::Camera::PostRender

LouiEriksson::Graphics  
::Camera::Render

LouiEriksson::Graphics  
::Texture::ID

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graph LR; A[LouiEriksson::Graphics::Texture::operator GLuint] --> D[LouiEriksson::Graphics::Texture::ID]; B[LouiEriksson::Graphics::Camera::PostRender] --> D; C[LouiEriksson::Graphics::Camera::Render] --> D;
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The diagram illustrates three source functions on the left, each with a blue arrow pointing to a single target function on the right. The target function is highlighted with a gray background. The source functions are: 1. LouiEriksson::Graphics::Texture::operator GLuint (top), 2. LouiEriksson::Graphics::Camera::PostRender (middle), and 3. LouiEriksson::Graphics::Camera::Render (bottom). The target function is LouiEriksson::Graphics::Texture::ID.