

RenderTexture::Uninit



```
graph LR; A[RenderTexture::Uninit] --> B[SafeRelease::Normal]
```

A diagram showing a call from `RenderTexture::Uninit` to `SafeRelease::Normal`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

SafeRelease::Normal