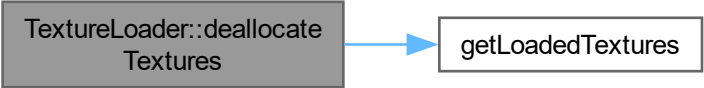


TextureLoader::deallocate  
Textures



```
graph LR; A[TextureLoader::deallocate  
Textures] --> B[getLoadedTextures]
```

A diagram showing a call from a function to a method. On the left, a gray rectangular box contains the text "TextureLoader::deallocate" on the top line and "Textures" on the bottom line. A blue arrow points from the right side of this box to the right side of another rectangular box on the right. This second box is white with a black border and contains the text "getLoadedTextures".

getLoadedTextures