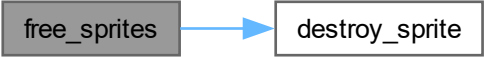


free_sprites



```
graph LR; A[free_sprites] --> B[destroy_sprite]
```

A diagram showing a callout from the `free_sprites` box to the `destroy_sprite` box. A blue arrow points from the right side of the `free_sprites` box to the left side of the `destroy_sprite` box.

destroy_sprite