


destroy\_sprites



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

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'destroy\_sprites'. A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text 'destroy\_sprite'.

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