

u22::graphics::Texture
::Release



```
graph LR; A["u22::graphics::Texture  
::Release"] --> B["glDeleteTextures"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'u22::graphics::Texture' on the top line and '::Release' on the bottom line. The right box is white with a black border and contains the text 'glDeleteTextures'. A dark blue arrow points from the right side of the left box to the left side of the right box.

glDeleteTextures