

FreeTexture



```
graph LR; A[FreeTexture] --> B[glDeleteTextures]
```

A diagram consisting of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'FreeTexture'. The right box is white and contains the text 'glDeleteTextures'. A blue arrow points from the right side of the gray box to the left side of the white box.

glDeleteTextures