

CleanupDeviceD3D



```
graph LR; A[CleanupDeviceD3D] --> B[CleanupRenderTarget]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box, labeled 'CleanupDeviceD3D', has a light gray fill and a black border. The right box, labeled 'CleanupRenderTarget', has a white fill and a black border. A dark blue arrow points from the right side of the first box to the left side of the second box.

CleanupRenderTarget