


ImGui\_ImplDX10\_Shutdown



```
graph LR; A[ImGui_ImplDX10_Shutdown] --> B[ImGui_ImplDX10_InvalidateDeviceObjects]
```

A diagram showing a call from the function `ImGui_ImplDX10_Shutdown` to the function `ImGui_ImplDX10_InvalidateDeviceObjects`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second box.

ImGui\_ImplDX10\_Invalidate  
DeviceObjects