

ImGui_ImplMetal_DestroyFonts
Texture



```
graph LR; A[ImGui_ImplMetal_DestroyFontsTexture] --> B[ImGui::GetIO]
```

A diagram showing a call from a function to a variable. On the left, a gray rectangular box contains the text 'ImGui_ImplMetal_DestroyFontsTexture'. A blue arrow points from the right side of this box to a white rectangular box on the right, which contains the text 'ImGui::GetIO'.

ImGui::GetIO