

mSDLDetachPlayer



```
graph LR; A[mSDLDetachPlayer] --> B[CircleBufferDeinit]; B --> C[free];
```

A flowchart illustrating a sequence of three operations. The first operation, 'mSDLDetachPlayer', is enclosed in a gray rectangular box. A dark blue arrow points from this box to the second operation, 'CircleBufferDeinit', which is in a white rectangular box. Another dark blue arrow points from the second box to the third operation, 'free', also in a white rectangular box. All boxes have a black border.

CircleBufferDeinit

free