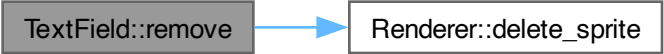


TextField::remove



```
graph LR; A[TextField::remove] --> B[Renderer::delete_sprite]
```

A diagram showing a call from the `TextField::remove` method to the `Renderer::delete_sprite` method. The `TextField::remove` box is shaded gray, and the `Renderer::delete_sprite` box is white. A blue arrow points from the gray box to the white box.

Renderer::delete_sprite