```
void delete contexts MotionInfo
                                           void delete contexts TextureInfo
    (MotionInfoContexts *enco ctx)
                                                (TextureInfoContexts *enco ctx)
if( enco ctx == NULL )
                                             if( enco ctx == NULL )
  return:
                                               return:
free( enco ctx );
                                             free( enco ctx );
return:
                                             return:
```