

mlx4_bitmap_free



```
graph LR; A[mlx4_bitmap_free] --> B[mlx4_bitmap_free_range]
```

The diagram consists of two rectangular boxes. The left box is shaded gray and contains the text 'mlx4_bitmap_free'. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'mlx4_bitmap_free_range'.

mlx4_bitmap_free_range