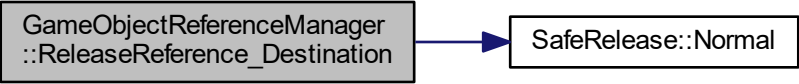


GameObjectReferenceManager
::ReleaseReference_Destination



```
graph LR; A[GameObjectReferenceManager::ReleaseReference_Destination] --> B[SafeRelease::Normal]
```

SafeRelease::Normal