

DamageDeltSystem::
~DamageDeltSystem

```
graph LR; A[DamageDeltSystem::~~DamageDeltSystem] --> B[DamageDeltSystem::OnDestroy];
```

The diagram illustrates a call to the destructor of the `DamageDeltSystem` class. A white box on the left contains the text `DamageDeltSystem::~DamageDeltSystem`. A blue arrow points from this box to a gray box on the right, which contains the text `DamageDeltSystem::OnDestroy`.

DamageDeltSystem::OnDestroy