

HumanFactors.RayTracing.
RayResults.ReleaseHandle



```
graph LR; A[HumanFactors.RayTracing.RayResults.ReleaseHandle] --> B[HumanFactors.RayTracing.NativeMethods.C_DestroyRayResults]
```

HumanFactors.RayTracing.
NativeMethods.C_DestroyRayResults