

GEvent::destroy



```
graph LR; A[GEvent::destroy] --> B[GEvent::asyncWait]
```

A diagram showing a call from GEvent::destroy to GEvent::asyncWait. The first box, labeled GEvent::destroy, is shaded gray and has a black border. A blue arrow points from its right side to the left side of the second box, labeled GEvent::asyncWait, which is white with a black border.

GEvent::asyncWait