

UThreadBase::destroy



```
graph LR; A[UThreadBase::destroy] --> B[UThreadBase::reset]
```

A diagram showing a call from the `UThreadBase::destroy` method to the `UThreadBase::reset` method. The `UThreadBase::destroy` box is shaded gray, and the `UThreadBase::reset` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

UThreadBase::reset