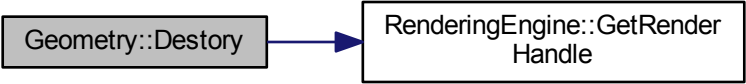


Geometry::Destory



```
graph LR; A[Geometry::Destory] --> B[RenderingEngine::GetRender Handle]
```

A diagram showing a call from a function to a method. On the left, a gray rectangular box contains the text "Geometry::Destory". A blue arrow points from the right side of this box to the left side of a larger white rectangular box on the right. This white box contains the text "RenderingEngine::GetRender Handle" on two lines.

RenderingEngine::GetRender  
Handle