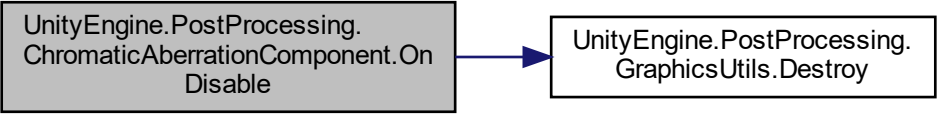


UnityEngine.PostProcessing.
ChromaticAberrationComponent.On
Disable



```
graph LR; A["UnityEngine.PostProcessing.  
ChromaticAberrationComponent.On  
Disable"] --> B["UnityEngine.PostProcessing.  
GraphicsUtils.Destroy"]
```

UnityEngine.PostProcessing.
GraphicsUtils.Destroy