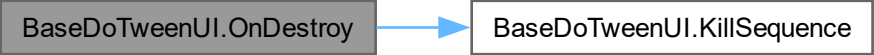


BaseDoTweenUI.OnDestroy



```
graph LR; A[BaseDoTweenUI.OnDestroy] --> B[BaseDoTweenUI.KillSequence]
```

A diagram showing a call from BaseDoTweenUI.OnDestroy to BaseDoTweenUI.KillSequence. The first box is gray and the second is white, connected by a blue arrow.

BaseDoTweenUI.KillSequence