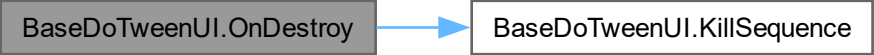


BaseDoTweenUI.OnDestroy



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

BaseDoTweenUI.KillSequence