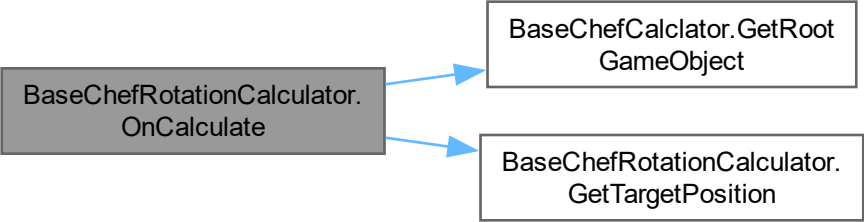


BaseChefRotationCalculator.
OnCalculate



```
graph LR; A[BaseChefRotationCalculator.  
OnCalculate] --> B[BaseChefCalculator.GetRoot  
GameObject]; A --> C[BaseChefRotationCalculator.  
GetTargetPosition];
```

The diagram illustrates a sequence of calls from a method. On the left, a grey box labeled 'BaseChefRotationCalculator.OnCalculate' has two blue arrows pointing to the right. The top arrow points to a white box labeled 'BaseChefCalculator.GetRoot GameObject'. The bottom arrow points to another white box labeled 'BaseChefRotationCalculator.GetTargetPosition'.

BaseChefCalculator.GetRoot
GameObject

BaseChefRotationCalculator.
GetTargetPosition