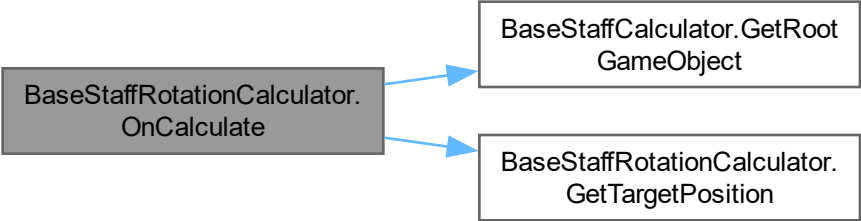


BaseStaffRotationCalculator.
OnCalculate



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

The diagram illustrates a call sequence. A gray box on the left, labeled 'BaseStaffRotationCalculator.OnCalculate', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'BaseStaffCalculator.GetRoot' and 'GameObject'. The bottom arrow points to another white box labeled 'BaseStaffRotationCalculator.GetTargetPosition'.

BaseStaffCalculator.GetRoot
GameObject

BaseStaffRotationCalculator.
GetTargetPosition