

TMP_DOTweenTemplate.Simple.
Pro.TMP_CharFadeAnimator.OnDestroy

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graph LR; A[TMP_DOTweenTemplate.Simple.  
Pro.TMP_CharFadeAnimator.OnDestroy] --> B[TMP_DOTweenTemplate.Simple.  
Pro.TMP_CharFadeAnimator.Dispose]; B --> C[TMP_DOTweenTemplate.Core.  
Main.Pro.TMP_CharFadeAnimation.  
Dispose];
```

TMP_DOTweenTemplate.Simple.
Pro.TMP_CharFadeAnimator.Dispose

TMP_DOTweenTemplate.Core.
Main.Pro.TMP_CharFadeAnimation.
Dispose