

TMP_DOTweenTemplate.Simple.
Pro.TMP_CharRotateAnimator.Dispose



```
graph LR; A[TMP_DOTweenTemplate.Simple.  
Pro.TMP_CharRotateAnimator.Dispose] --> B[TMP_DOTweenTemplate.Core.  
Main.Pro.TMP_CharRotateAnimation.  
Dispose];
```

TMP_DOTweenTemplate.Core.
Main.Pro.TMP_CharRotateAnimation.
Dispose