

TMP_DOTweenTemplate.Simple.
Pro.TMP_CharPunchRotateAnimator.Play



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graph LR; A[TMP_DOTweenTemplate.Simple.Pro.TMP_CharPunchRotateAnimator.Play] --> B[TMP_DOTweenTemplate.Core.Base.CharAnimationBase.GetSequence]; B --> C[TMP_DOTweenTemplate.Core.Base.AnimationBase.CreateSequence];
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TMP_DOTweenTemplate.Core.
Base.CharAnimationBase.GetSequence

TMP_DOTweenTemplate.Core.
Base.AnimationBase.CreateSequence