

Beavir.Businesslogic.Models.  
Player.ChangeRotation

```
graph LR; A[Beavir.Businesslogic.Models.Player.ChangeRotation] --> B[Beavir.Businesslogic.Models.Player.DisableMovement]; A --> C[Beavir.Businesslogic.Models.Player.EnableMovement];
```

The diagram illustrates a method call. A central box on the left, labeled 'Beavir.Businesslogic.Models.Player.ChangeRotation', has two blue arrows pointing to two boxes on the right. The top box is labeled 'Beavir.Businesslogic.Models.Player.DisableMovement' and the bottom box is labeled 'Beavir.Businesslogic.Models.Player.EnableMovement'.

Beavir.Businesslogic.Models.  
Player.DisableMovement

Beavir.Businesslogic.Models.  
Player.EnableMovement