

destroyAnimatedGameObject
Array



```
graph LR; A[destroyAnimatedGameObject Array] --> B[getAnimatedObjectArray]; A --> C[removeAnimatedObjectArray];
```

The diagram consists of three rectangular boxes. On the left is a gray box containing the text 'destroyAnimatedGameObject Array'. To its right are two white boxes, one above the other. Two blue arrows originate from the right side of the gray box: the top arrow points to the top white box, and the bottom arrow points to the bottom white box.

getAnimatedObjectArray

removeAnimatedObjectArray