

EffectSystem::BaseCalculate

EffectSystem::~~EffectSystem

EffectSystem::OnDestroy

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graph LR; A[EffectSystem::BaseCalculate] --> C[EffectSystem::OnDestroy]; B[EffectSystem::~~EffectSystem] --> C;
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The diagram illustrates a relationship between three functions. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'EffectSystem::BaseCalculate' and the bottom box contains 'EffectSystem::~~EffectSystem'. On the right, a gray rectangular box contains the text 'EffectSystem::OnDestroy'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'BaseCalculate' and the destructor '~EffectSystem' call or interact with 'OnDestroy'.