

YukimaruGames.Terminal.UI.  
View.TerminalView.Dispose

```
graph LR; A[YukimaruGames.Terminal.UI.  
View.TerminalView.Dispose] --> B[YukimaruGames.Terminal.UI.  
View.TerminalView.ExecutePostRender]; A --> C[YukimaruGames.Terminal.UI.  
View.TerminalView.ExecutePreRender];
```

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