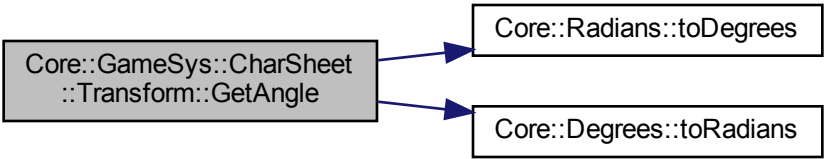


Core::GameSys::CharSheet  
::Transform::GetAngle



```
graph LR; A[Core::GameSys::CharSheet::Transform::GetAngle] --> B[Core::Radians::toDegrees]; A --> C[Core::Degrees::toRadians];
```

Core::Radians::toDegrees

Core::Degrees::toRadians