

CounterManager.SetCounter
Point

```
graph LR; A[CounterManager.SetCounterPoint] --> B[CounterManager.GetRandomPoint]; A --> C[SoundManager.Start3DPlayback];
```

The diagram illustrates a sequence of operations. A gray rectangular box on the left contains the text 'CounterManager.SetCounterPoint'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'CounterManager.GetRandomPoint'. The bottom arrow points to another white rectangular box containing 'SoundManager.Start3DPlayback'.

CounterManager.GetRandom
Point

SoundManager.Start3DPlayback