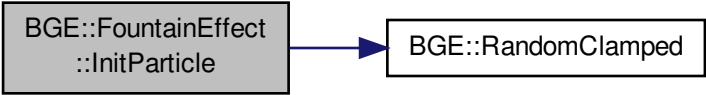


BGE::FountainEffect  
::InitParticle



```
graph LR; A[BGE::FountainEffect::InitParticle] --> B[BGE::RandomClamped]
```

BGE::RandomClamped