

Optimum.RenderUserMarker.  
\_InitializationBestZoneOptimum



```
graph LR; A[Optimum.RenderUserMarker._InitializationBestZoneOptimum] --> B[Optimum.RenderUserMarker._CreateCircleBestOptimum]; B --> C[Optimum.RenderUserMarker._FindPointAtDistanceFrom];
```

Optimum.RenderUserMarker.  
\_CreateCircleBestOptimum

Optimum.RenderUserMarker.  
\_FindPointAtDistanceFrom