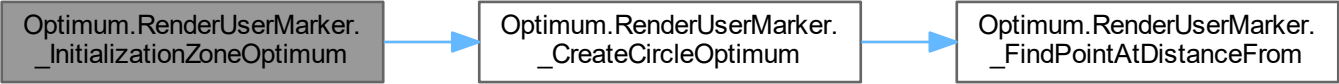


Optimum.RenderUserMarker.
_InitializationZoneOptimum



```
graph LR; A[Optimum.RenderUserMarker._InitializationZoneOptimum] --> B[Optimum.RenderUserMarker._CreateCircleOptimum]; B --> C[Optimum.RenderUserMarker._FindPointAtDistanceFrom];
```

Optimum.RenderUserMarker.
_CreateCircleOptimum

Optimum.RenderUserMarker.
_FindPointAtDistanceFrom