

CPlayerData::CreateMarker



```
graph LR; A[CPlayerData::CreateMarker] --> B[CPosition::SetToTile]
```

A diagram showing a call from CPlayerData::CreateMarker to CPosition::SetToTile. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

CPosition::SetToTile