

CLifeRecoveryItem::
SetTargetPos



```
graph LR; A[CLifeRecoveryItem::SetTargetPos] --> B[CGameObject::GetPosition]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'CLifeRecoveryItem::SetTargetPos'. The right box is white and contains the text 'CGameObject::GetPosition'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

CGameObject::GetPosition