

CUltimateSing::IsAppUltimate

CMiniMap::SetObjPosition

CGameActorManager::  
GetObjPositionList

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graph LR; A[CUltimateSing::IsAppUltimate] --> C[CGameActorManager::GetObjPositionList]; B[CMiniMap::SetObjPosition] --> C;
```

The diagram illustrates a dependency or call relationship. Two source functions, 'CUltimateSing::IsAppUltimate' and 'CMiniMap::SetObjPosition', are shown on the left. Arrows from both point to a target function, 'CGameActorManager::GetObjPositionList', which is highlighted in a grey box on the right.