

CMiniMap::SetObjPosition



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'CMiniMap::SetObjPosition'. The right box is white and contains the text 'CGameActorManager::GetObjPositionList'. A blue arrow points from the right side of the left box to the left side of the right box.

CGameActorManager::  
GetObjPositionList