

CLaserBeam::SetTargetPos

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graph LR; A[CLaserBeam::SetTargetPos] --> B[CGameObject::GetObjectTag]; A --> C[CGameObject::GetPosition];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'CLaserBeam::SetTargetPos'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'CGameObject::GetObjectTag'. The bottom arrow points to another white rectangular box containing 'CGameObject::GetPosition'.

CGameObject::GetObjectTag

CGameObject::GetPosition