

Quickness.QuicknessManager.  
SettingRandomPos

```
graph LR; A[Quickness.QuicknessManager.  
SettingRandomPos] --> B[Quickness.QuicknessManager.  
AddRandomPos]; B --> C[Quickness.QuicknessManager.  
CreateTouchObject];
```

Quickness.QuicknessManager.  
AddRandomPos

Quickness.QuicknessManager.  
CreateTouchObject