

Quickness.TouchObjectController.
OnTouch

```
graph LR; A[Quickness.TouchObjectController.  
OnTouch] --> B[Quickness.QuicknessManager.  
RemovePosition]; B --> C[Quickness.QuicknessManager.  
AddNewPosition]; C --> C;
```

Quickness.QuicknessManager.
RemovePosition

Quickness.QuicknessManager.
AddNewPosition