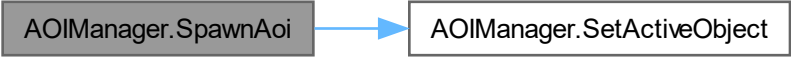


AOIManager.SpawnAoi



```
graph LR; A[AOIManager.SpawnAoi] --> B[AOIManager.SetActiveObject]
```

A diagram showing a call from AOIManager.SpawnAoi to AOIManager.SetActiveObject. The first box is gray and the second is white, connected by a blue arrow.

AOIManager.SetActiveObject