

setTimer

cargame.giocoseparato.paint



```
graph LR; A[cargame.giocoseparato.paint] --> B[setTimer];
```

The diagram illustrates a function call. A rectangular box on the right contains the text 'cargame.giocoseparato.paint'. A dark blue arrow points from the left side of this box to the right side of a gray rectangular box on the left, which contains the text 'setTimer'. Both boxes have a black border.