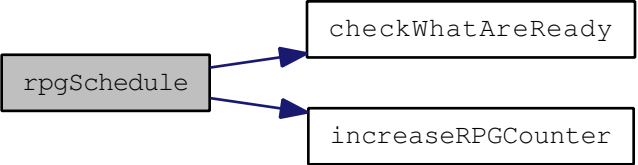


rpgSchedule



```
graph LR; A[rpgSchedule] --> B[checkWhatAreReady]; A --> C[increaseRPGCounter];
```

The diagram illustrates a control flow where a single node, 'rpgSchedule', branches into two subsequent nodes. The 'rpgSchedule' node is a gray rectangle on the left. Two blue arrows originate from its right side, pointing to two white rectangular nodes on the right. The top node is labeled 'checkWhatAreReady' and the bottom node is labeled 'increaseRPGCounter'. All nodes have a black border.

checkWhatAreReady

increaseRPGCounter