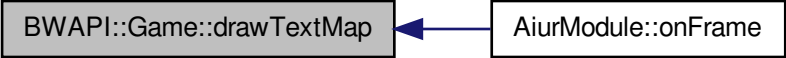


BWAPI::Game::drawTextMap



```
graph LR; A[AiurModule::onFrame] --> B[BWAPI::Game::drawTextMap];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'BWAPI::Game::drawTextMap'. The box on the right is white and contains the text 'AiurModule::onFrame'. A dark blue arrow points from the right box to the left box, indicating a call or dependency.

AiurModule::onFrame