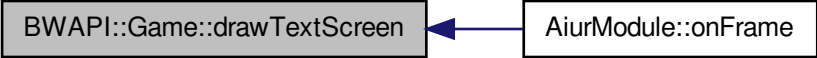


BWAPI::Game::drawTextScreen



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

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'BWAPI::Game::drawTextScreen'. 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 relationship from 'AiurModule::onFrame' to 'BWAPI::Game::drawTextScreen'.

AiurModule::onFrame