

MapSector::addUnitMemory



```
graph LR; A[MapSector::addUnitMemory] --> B[MapSector::removeUnitMemory]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MapSector::addUnitMemory'. The right box is white and contains the text 'MapSector::removeUnitMemory'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

MapSector::removeUnitMemory