

CombatAgent::unsiegeRequest

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graph LR; A[CombatAgent::unsiegeRequest] --> B[BWAPI::Game::getFrameCount]; A --> C[BWAPI::Unit::unsiege];
```

The diagram illustrates a call sequence. A gray box on the left, labeled 'CombatAgent::unsiegeRequest', has two blue arrows pointing to the right. The top arrow points to a white box labeled 'BWAPI::Game::getFrameCount'. The bottom arrow points to a white box labeled 'BWAPI::Unit::unsiege'.

BWAPI::Game::getFrameCount

BWAPI::Unit::unsiege