

NovaAIModule::onUnitRenegade



```
graph LR; A[NovaAIModule::onUnitRenegade] --> B[BWAPI::Game::isReplay]
```

A diagram showing a call from the function `NovaAIModule::onUnitRenegade` to the function `BWAPI::Game::isReplay`. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second box.

BWAPI::Game::isReplay