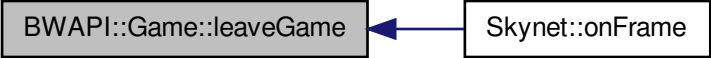


BWAPI::Game::leaveGame



```
graph LR; A[Skynet::onFrame] --> B[BWAPI::Game::leaveGame];
```

A diagram showing a call from Skynet::onFrame to BWAPI::Game::leaveGame. The call is represented by a blue arrow pointing from the Skynet::onFrame box to the BWAPI::Game::leaveGame box. The BWAPI::Game::leaveGame box is shaded gray, while the Skynet::onFrame box is white.

Skynet::onFrame