

BufferedItem::isTimeUp



```
graph LR; A[BufferedItem::isTimeUp] --> B[BWAPI::Game::getFrameCount]
```

A diagram showing a call from the method `BufferedItem::isTimeUp` to the method `BWAPI::Game::getFrameCount`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

BWAPI::Game::getFrameCount