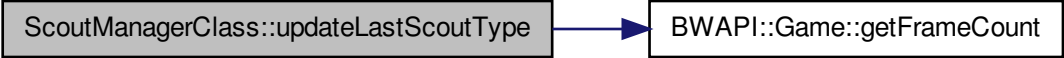


ScoutManagerClass::updateLastScoutType



```
graph LR; A[ScoutManagerClass::updateLastScoutType] --> B[BWAPI::Game::getFrameCount]
```

BWAPI::Game::getFrameCount