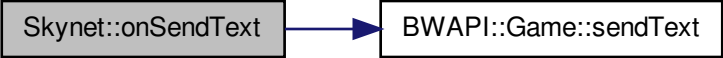


Skynet::onSendText



```
graph LR; A[Skynet::onSendText] --> B[BWAPI::Game::sendText]
```

A diagram showing a call from Skynet::onSendText to BWAPI::Game::sendText. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

BWAPI::Game::sendText