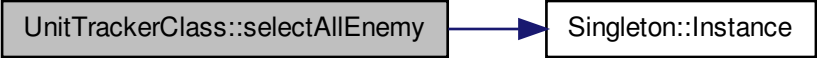


UnitTrackerClass::selectAllEnemy



```
graph LR; A[UnitTrackerClass::selectAllEnemy] --> B[Singleton::Instance]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'UnitTrackerClass::selectAllEnemy'. The right box is white and contains the text 'Singleton::Instance'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Singleton::Instance