

GameCommander::onUnitHide

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graph LR; A[GameCommander::onUnitHide] --> B[UnitInfoState::getInstance]; A --> C[UnitInfoState::onUnitHide];
```

The diagram illustrates a call sequence. A gray box on the left, labeled 'GameCommander::onUnitHide', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'UnitInfoState::getInstance' and the bottom white box is labeled 'UnitInfoState::onUnitHide'.

UnitInfoState::getInstance

UnitInfoState::onUnitHide