

TimerManager::displayTimers

```
graph LR; A[TimerManager::displayTimers] --> B[BWAPI::Game::drawBoxScreen]; A --> C[BWAPI::Game::drawTextScreen];
```

The diagram illustrates a function call. A gray rectangular box on the left contains the text 'TimerManager::displayTimers'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'BWAPI::Game::drawBoxScreen'. The bottom arrow points to another white rectangular box containing 'BWAPI::Game::drawTextScreen'. All boxes have a thin black border.

BWAPI::Game::drawBoxScreen

BWAPI::Game::drawTextScreen