

BWAPI::Game::isPaused



```
graph LR; A[ClientModule::onFrame] --> B[BWAPI::Game::isPaused];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'BWAPI::Game::isPaused'. The box on the right is white and contains the text 'ClientModule::onFrame'. A dark blue arrow points from the right side of the white box to the left side of the gray box, indicating a function call or interaction.

ClientModule::onFrame