

BWAPI::Player::isNeutral

ClientModule::onFrame



```
graph LR; A[ClientModule::onFrame] --> B[BWAPI::Player::isNeutral];
```

The diagram illustrates a function call. A blue arrow points from the 'ClientModule::onFrame' box on the right to the 'BWAPI::Player::isNeutral' box on the left. The 'BWAPI::Player::isNeutral' box is shaded gray, while the 'ClientModule::onFrame' box is white. Both boxes have a black border.