

NetDevice::write



```
graph LR; A[NetDevice::write] --> B[BWAPI::Game::sendText]
```

A diagram showing a call from `NetDevice::write` to `BWAPI::Game::sendText`. The `NetDevice::write` box is shaded gray, while the `BWAPI::Game::sendText` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

BWAPI::Game::sendText