

messages::Player::mutable_completedunitcount



```
graph LR; A[ClientModule::onFrame] --> B[messages::Player::mutable_completedunitcount];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'messages::Player::mutable_completedunitcount'. 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 right side of the gray box.

ClientModule::onFrame