

messages::Player::mutable_killedunitcount



```
graph LR; A[messages::Player::mutable_killedunitcount] --> B[google::protobuf::RepeatedPtrField::Mutable];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'messages::Player::mutable_killedunitcount'. The right box is white and contains the text 'google::protobuf::RepeatedPtrField::Mutable'. A dark blue arrow points from the right side of the left box to the left side of the right box.

google::protobuf::RepeatedPtrField::Mutable