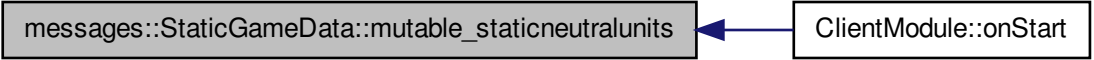


messages::StaticGameData::mutable_staticneutralunits



```
graph LR; A[ClientModule::onStart] --> B[messages::StaticGameData::mutable_staticneutralunits];
```

ClientModule::onStart