

QuorumModule::showForces

```
graph LR; A[QuorumModule::showForces] --> B[BWAPI::Game::getForces]; A --> C[BWAPI::Game::printf];
```

The diagram illustrates a function call sequence. A gray rectangular box on the left contains the text 'QuorumModule::showForces'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'BWAPI::Game::getForces'. The bottom arrow points to another white rectangular box containing 'BWAPI::Game::printf'.

BWAPI::Game::getForces

BWAPI::Game::printf