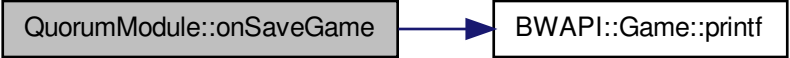


QuorumModule::onSaveGame



```
graph LR; A[QuorumModule::onSaveGame] --> B[BWAPI::Game::printf]
```

A diagram showing a call from the function `QuorumModule::onSaveGame` to the function `BWAPI::Game::printf`. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second box.

BWAPI::Game::printf