

BWAPI::GameImpl::inScreen

```
graph LR; A[BWAPI::GameImpl::inScreen] --> B[BWAPI::Game::mapWidth]; A --> C[BWAPI::Game::mapHeight];
```

The diagram illustrates a function call from `BWAPI::GameImpl::inScreen` to two variables, `BWAPI::Game::mapWidth` and `BWAPI::Game::mapHeight`. The source function is highlighted in a grey box, while the target variables are in white boxes. Two blue arrows originate from the right side of the grey box and point to the left side of each white box.

BWAPI::Game::mapWidth

BWAPI::Game::mapHeight