

BWAPI::GameImpl::pressKey



```
graph LR; A[BWAPI::GameImpl::pressKey] --> B[SDrawGetFrameWindow]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BWAPI::GameImpl::pressKey'. The right box is white and contains the text 'SDrawGetFrameWindow'. A blue arrow points from the right side of the gray box to the left side of the white box.

SDrawGetFrameWindow