

BWAPI::GameImpl::self



```
graph LR; A[BWAPI::GameImpl::self] --> B[BWAPI::GameImpl::setLastError]
```

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

BWAPI::GameImpl::setLastError