

BWAPI::GameType::c\_str



```
graph LR; A[BWAPI::GameType::c_str] --> B[BWAPI::Type::getID]
```

A diagram showing a pointer relationship. On the left, a gray rectangular box contains the text 'BWAPI::GameType::c\_str'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'BWAPI::Type::getID'.

BWAPI::Type::getID