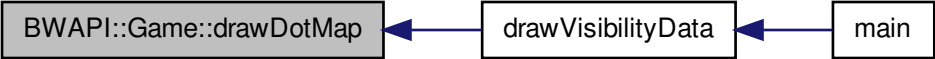


BWAPI::Game::drawDotMap

drawVisibilityData

main



```
graph RL; main --> drawVisibilityData; drawVisibilityData --> BWAPI::Game::drawDotMap;
```

The diagram illustrates a call graph with three nodes arranged horizontally from right to left. The rightmost node is labeled 'main'. A blue arrow points from 'main' to the middle node, labeled 'drawVisibilityData'. Another blue arrow points from 'drawVisibilityData' to the leftmost node, labeled 'BWAPI::Game::drawDotMap'. The 'BWAPI::Game::drawDotMap' node is shaded gray, while the other two are white.