

BWAPI::UnitImpl::BWUnitToBWAPIUnit



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graph LR; A[BWAPI::UnitImpl::BWUnitToBWAPIUnit] --> B[BWAPI::GameImpl::getUnitFromIndex]
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The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BWAPI::UnitImpl::BWUnitToBWAPIUnit'. The right box is white with a black border and contains the text 'BWAPI::GameImpl::getUnitFromIndex'. A blue arrow points from the right side of the left box to the left side of the right box.

BWAPI::GameImpl::getUnitFromIndex