

BWAPI::UnitType::armor



```
graph LR; A[BWAPI::UnitType::armor] --> B[BWAPI::Type::getID]
```

A diagram showing a mapping from the constant `BWAPI::UnitType::armor` to the function `BWAPI::Type::getID`. The left box is shaded gray, and the right box is white. A blue arrow points from the left box to the right box.

BWAPI::Type::getID