

GameEngine::worker



```
graph LR; A[GameEngine::worker] --> B[ann::neuralnet::import_fromfile]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'GameEngine::worker'. The right box is gray with a black border and contains the text 'ann::neuralnet::import\_fromfile'. A dark blue arrow points from the right side of the left box to the left side of the right box.

ann::neuralnet::import  
\_fromfile