

ReplayParser\winnerPreg



```
graph LR; A[ReplayParser\winnerPreg] --> B[ReplayParser\matchFunc1]
```

A diagram showing a call from the function `ReplayParser\winnerPreg` to the function `ReplayParser\matchFunc1`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

ReplayParser\matchFunc1