

CApplicationData::Calculate  
PlayerAISelectMode



```
graph LR; A[CApplicationData::CalculatePlayerAISelectMode] --> B[CAssetDecoratedMap::DuplicateMap];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'CApplicationData::Calculate' on the top line and 'PlayerAISelectMode' on the bottom line. The right box is white with a black border and contains the text 'CAssetDecoratedMap' on the top line and '::DuplicateMap' on the bottom line. A dark blue arrow points from the right side of the left box to the left side of the right box.

CAssetDecoratedMap  
::DuplicateMap