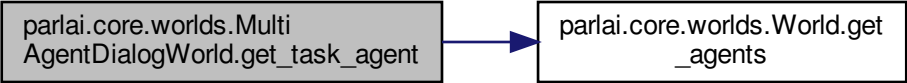


parlai.core.worlds.Multi
AgentDialogWorld.get_task_agent



```
graph LR; A["parlai.core.worlds.MultiAgentDialogWorld.get_task_agent"] --> B["parlai.core.worlds.World.get_agents"]
```

A diagram showing a call from the `MultiAgentDialogWorld.get_task_agent` method to the `World.get_agents` method. The left box is shaded gray and the right box is white. A blue arrow points from the left box to the right box.

parlai.core.worlds.World.get
_agents