

S_MOVE::S_MOVE



```
graph LR; A[S_MOVE::S_MOVE] --> B[S_BOARD::GetPieceOnSquare]
```

A diagram showing a pointer relationship. On the left, a gray rectangular box contains the text 'S_MOVE::S_MOVE'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'S_BOARD::GetPieceOnSquare'.

S_BOARD::GetPieceOnSquare