


S\_MOVE::S\_MOVE



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graph LR; A[S_MOVE::S_MOVE] --> B[S_BOARD::GetPieceOnSquare]
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A diagram showing a pointer relationship. On the left, a gray rectangular box with a black border 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 with a black border on the right. This second box contains the text 'S\_BOARD::GetPieceOnSquare'.

S\_BOARD::GetPieceOnSquare