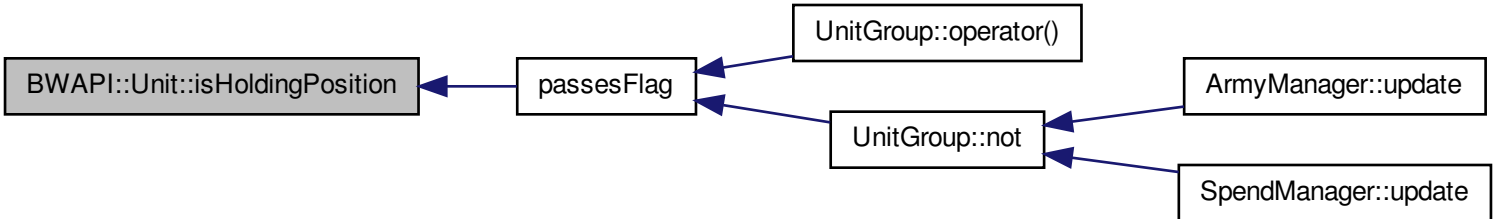
BWAPI::Unit::isHoldingPosition
passesFlag
UnitGroup::operator()
UnitGroup::not
ArmyManager::update
SpendManager::update