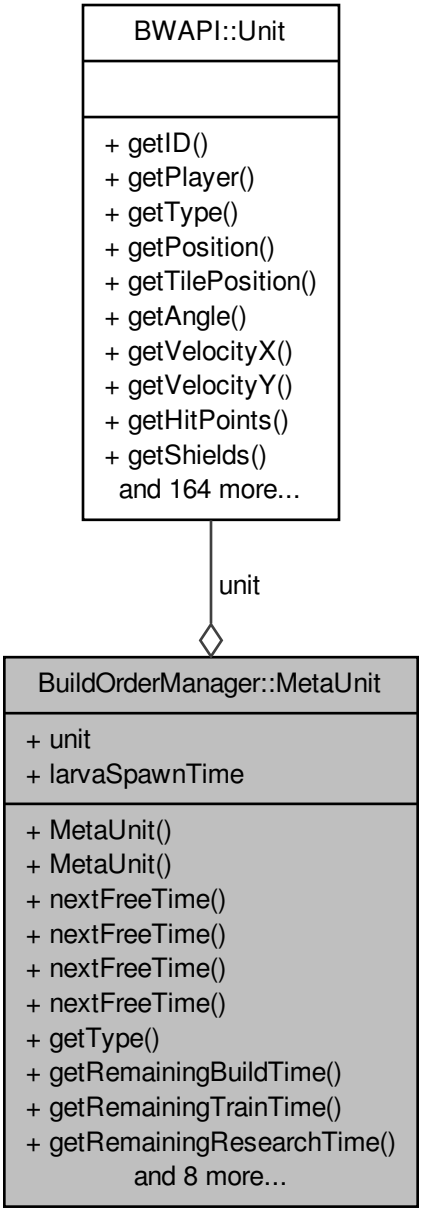
BWAPI::Unit
+ getID()
+ getPlayer()
+ getType()
+ getPosition()
+ getTilePosition()
+ getAngle()
+ getVelocityX()
+ getVelocityY()
+ getHitPoints()
+ getShields()
and 164 more...
unit
BuildOrderManager::MetaUnit
+ unit
+ larvaSpawnTime
+ MetaUnit()
+ MetaUnit()
+ nextFreeTime()
+ nextFreeTime()
+ nextFreeTime()
+ nextFreeTime()
+ getType()
+ getRemainingBuildTime()
+ getRemainingTrainTime()
+ getRemainingResearchTime()
and 8 more...