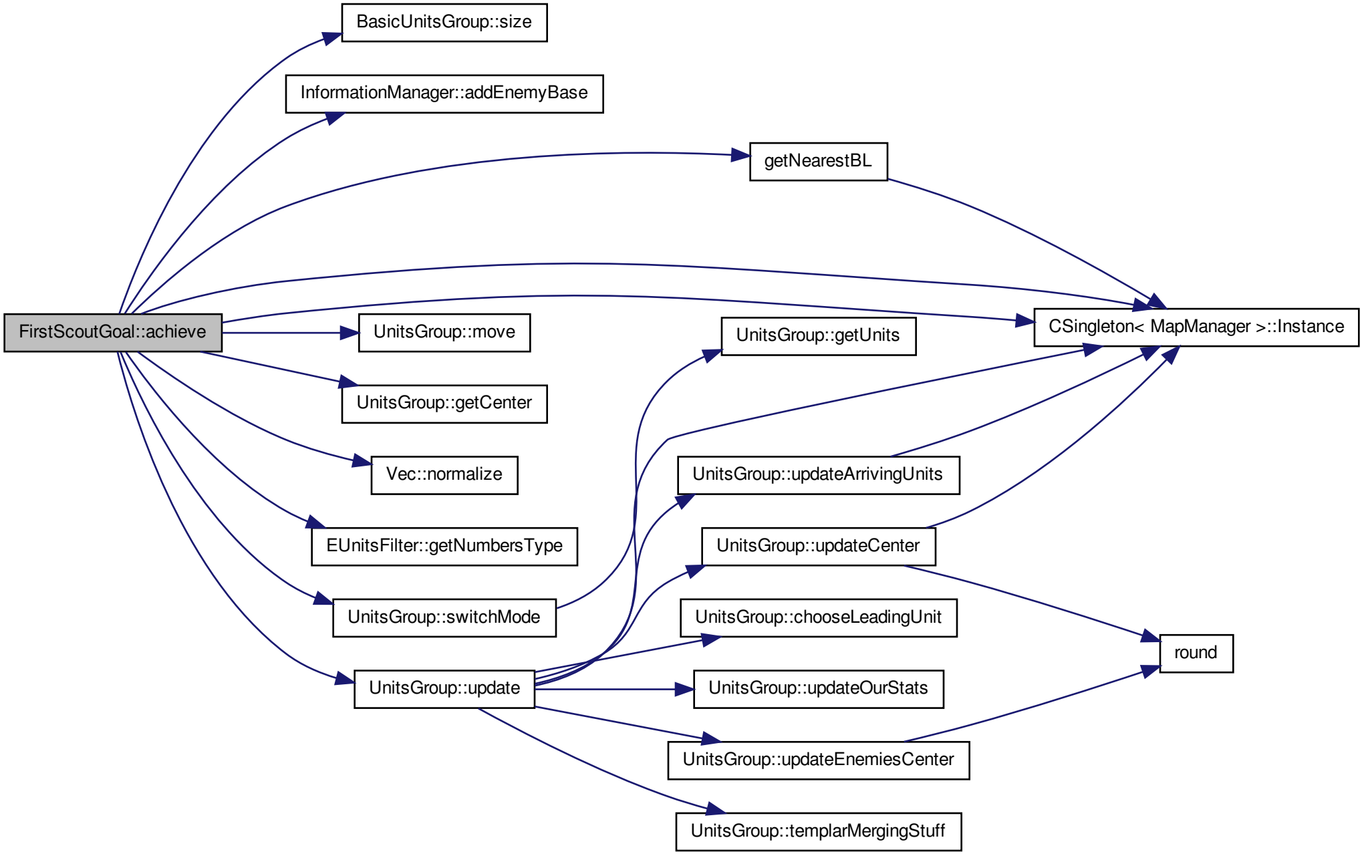
FirstScoutGoal::achieve
BasicUnitsGroup::size
InformationManager::addEnemyBase
getNearestBL
CSingleton< MapManager >::Instance
UnitsGroup::move
UnitsGroup::getCenter
Vec::normalize
EUnitsFilter::getNumbersType
UnitsGroup::switchMode
UnitsGroup::update
UnitsGroup::getUnits
UnitsGroup::updateArrivingUnits
UnitsGroup::updateCenter
UnitsGroup::chooseLeadingUnit
UnitsGroup::updateOurStats
UnitsGroup::updateEnemiesCenter
UnitsGroup::templarMergingStuff
round