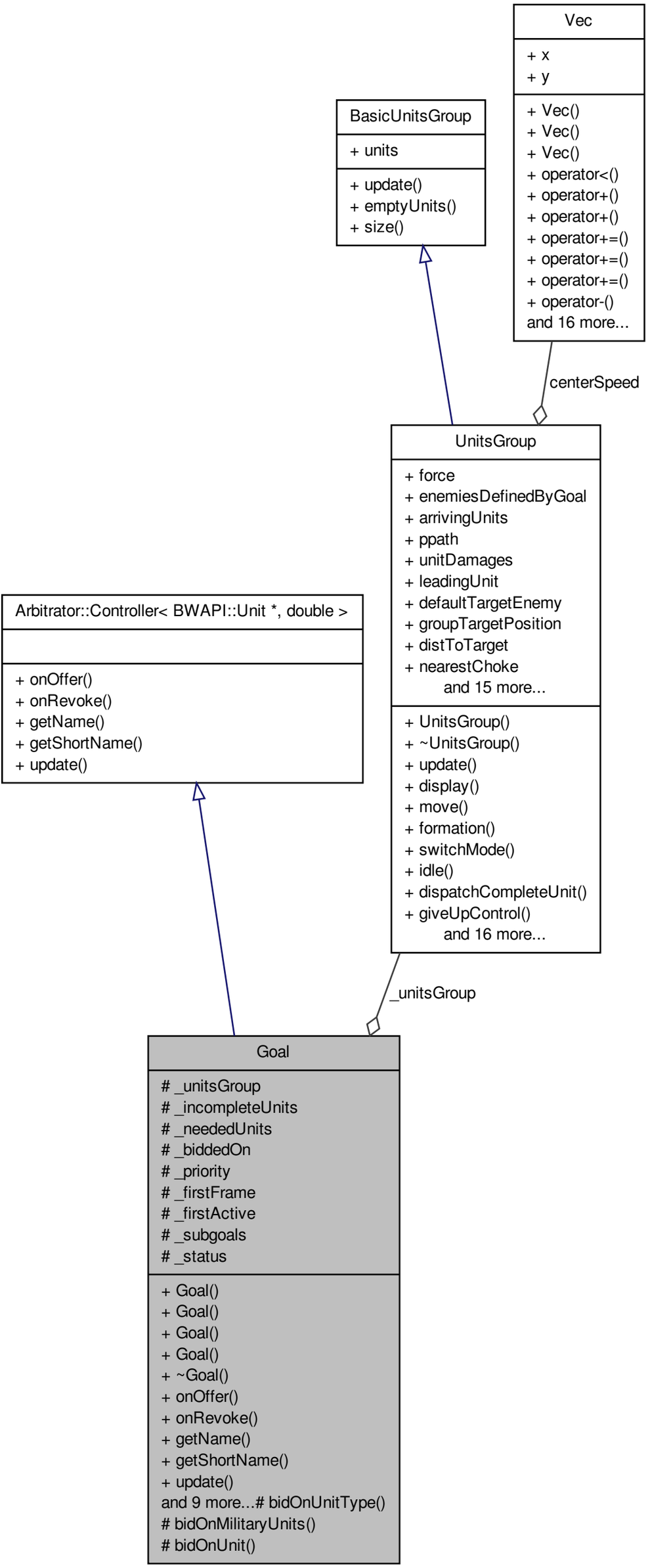
Vec
+ x
+ y
+ Vec()
+ Vec()
+ Vec()
+ operator<()
+ operator+()
+ operator+()
+ operator+=()
+ operator+=()
+ operator+=()
+ operator-()
and 16 more...
BasicUnitsGroup
+ units
+ update()
+ emptyUnits()
+ size()
centerSpeed
UnitsGroup
+ force
+ enemiesDefinedByGoal
+ arrivingUnits
+ ppath
+ unitDamages
+ leadingUnit
+ defaultTargetEnemy
+ groupTargetPosition
+ distToTarget
+ nearestChoke
and 15 more...
+ UnitsGroup()
+ ~UnitsGroup()
+ update()
+ display()
+ move()
+ formation()
+ switchMode()
+ idle()
+ dispatchCompleteUnit()
+ giveUpControl()
and 16 more...
Arbitrator::Controller< BWAPI::Unit *, double >
+ onOffer()
+ onRevoke()
+ getName()
+ getShortName()
+ update()
_unitsGroup
Goal
_unitsGroup
_incompleteUnits
_neededUnits
_biddedOn
_priority
_firstFrame
_firstActive
_subgoals
_status
+ Goal()
+ Goal()
+ Goal()
+ Goal()
+ ~Goal()
+ onOffer()
+ onRevoke()
+ getName()
+ getShortName()
+ update()
and 9 more...# bidOnUnitType()
bidOnMilitaryUnits()
bidOnUnit()