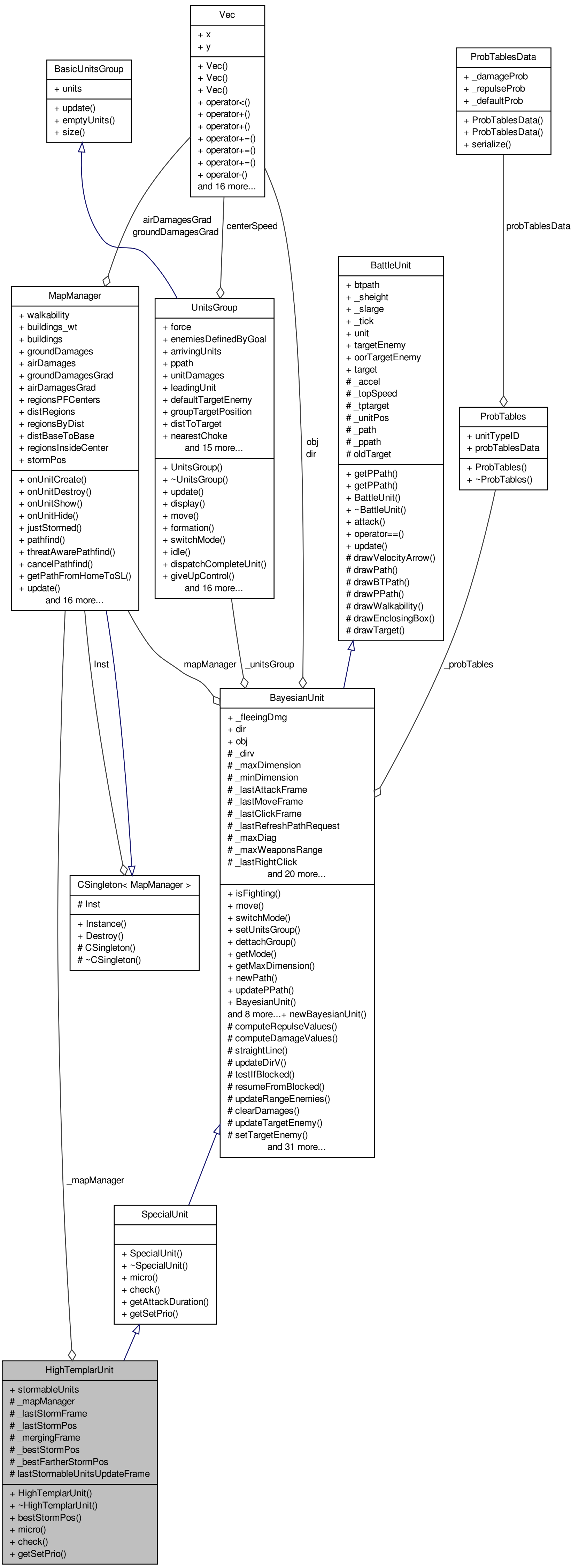
Vec
+ x
+ y
+ Vec()
+ Vec()
+ Vec()
+ operator<()
+ operator+()
+ operator+()
+ operator+=()
+ operator+=()
+ operator+=()
+ operator-()
and 16 more...
BasicUnitsGroup
+ units
+ update()
+ emptyUnits()
+ size()
ProbTablesData
+ _damageProb
+ _repulseProb
+ _defaultProb
+ ProbTablesData()
+ ProbTablesData()
+ serialize()
airDamagesGrad
groundDamagesGrad
centerSpeed
probTablesData
BattleUnit
+ btpath
+ _sheight
+ _slarge
+ _tick
+ unit
+ targetEnemy
+ oorTargetEnemy
+ target
# _accel
# _topSpeed
# _tptarget
# _unitPos
# _path
# _ppath
# oldTarget
+ getPPath()
+ getPPath()
+ BattleUnit()
+ ~BattleUnit()
+ attack()
+ operator==()
+ update()
# drawVelocityArrow()
# drawPath()
# drawBTPath()
# drawPPath()
# drawWalkability()
# drawEnclosingBox()
# drawTarget()
MapManager
+ walkability
+ buildings_wt
+ buildings
+ groundDamages
+ airDamages
+ groundDamagesGrad
+ airDamagesGrad
+ regionsPFCenters
+ distRegions
+ regionsByDist
+ distBaseToBase
+ regionsInsideCenter
+ stormPos
+ onUnitCreate()
+ onUnitDestroy()
+ onUnitShow()
+ onUnitHide()
+ justStormed()
+ pathfind()
+ threatAwarePathfind()
+ cancelPathfind()
+ getPathFromHomeToSL()
+ update()
and 16 more...
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...
obj
dir
ProbTables
+ unitTypeID
+ probTablesData
+ ProbTables()
+ ~ProbTables()
Inst
mapManager
_unitsGroup
_probTables
BayesianUnit
+ _fleeingDmg
+ dir
+ obj
# _dirv
# _maxDimension
# _minDimension
# _lastAttackFrame
# _lastMoveFrame
# _lastClickFrame
# _lastRefreshPathRequest
# _maxDiag
# _maxWeaponsRange
# _lastRightClick
and 20 more...
+ isFighting()
+ move()
+ switchMode()
+ setUnitsGroup()
+ dettachGroup()
+ getMode()
+ getMaxDimension()
+ newPath()
+ updatePPath()
+ BayesianUnit()
and 8 more...+ newBayesianUnit()
computeRepulseValues()
computeDamageValues()
straightLine()
updateDirV()
testIfBlocked()
resumeFromBlocked()
updateRangeEnemies()
clearDamages()
updateTargetEnemy()
setTargetEnemy()
and 31 more...
CSingleton< MapManager >
Inst
+ Instance()
+ Destroy()
# CSingleton()
# ~CSingleton()
_mapManager
SpecialUnit
+ SpecialUnit()
+ ~SpecialUnit()
+ micro()
+ check()
+ getAttackDuration()
+ getSetPrio()
HighTemplarUnit
+ stormableUnits
# _mapManager
# _lastStormFrame
# _lastStormPos
# _mergingFrame
# _bestStormPos
# _bestFartherStormPos
# lastStormableUnitsUpdateFrame
+ HighTemplarUnit()
+ ~HighTemplarUnit()
+ bestStormPos()
+ micro()
+ check()
+ getSetPrio()