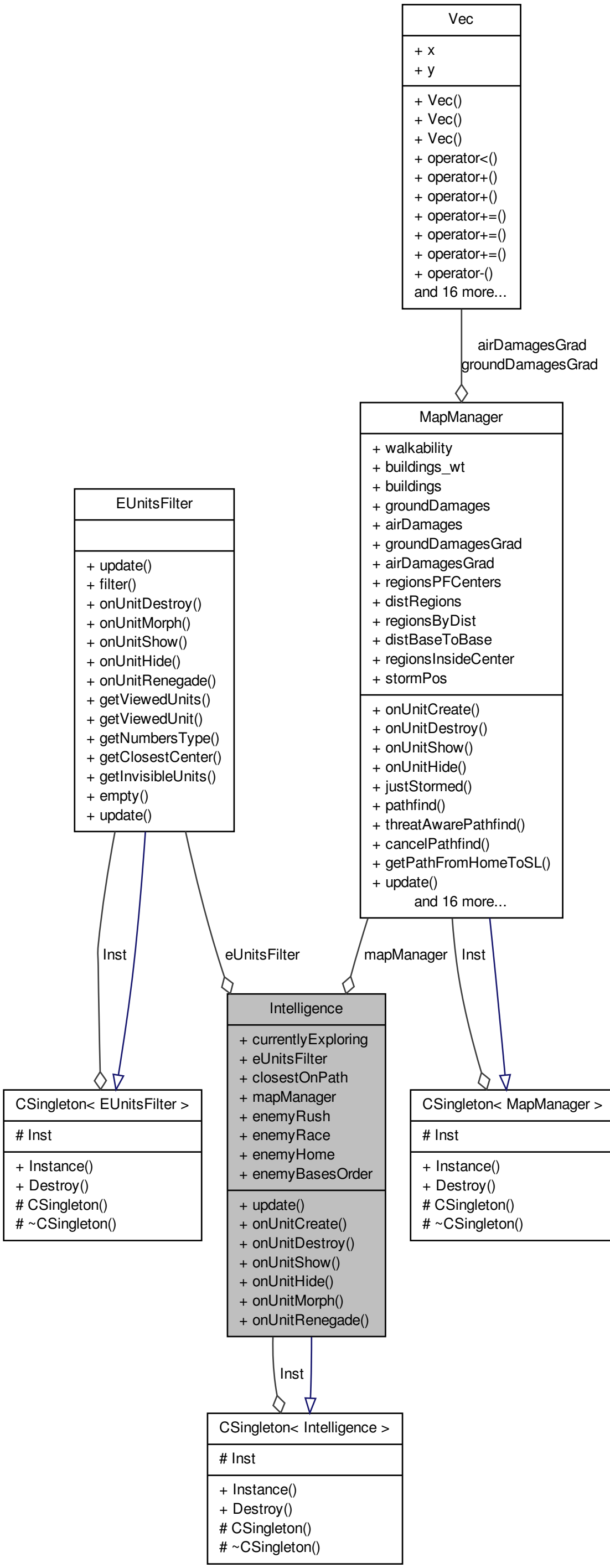
Vec
+ x
+ y
+ Vec()
+ Vec()
+ Vec()
+ operator<()
+ operator+()
+ operator+()
+ operator+=()
+ operator+=()
+ operator+=()
+ operator-()
and 16 more...
airDamagesGrad
groundDamagesGrad
MapManager
+ walkability
+ buildings_wt
+ buildings
+ groundDamages
+ airDamages
+ groundDamagesGrad
+ airDamagesGrad
+ regionsPFCenters
+ distRegions
+ regionsByDist
+ distBaseToBase
+ regionsInsideCenter
+ stormPos
+ onUnitCreate()
+ onUnitDestroy()
+ onUnitShow()
+ onUnitHide()
+ justStormed()
+ pathfind()
+ threatAwarePathfind()
+ cancelPathfind()
+ getPathFromHomeToSL()
+ update()
and 16 more...
EUnitsFilter
+ update()
+ filter()
+ onUnitDestroy()
+ onUnitMorph()
+ onUnitShow()
+ onUnitHide()
+ onUnitRenegade()
+ getViewedUnits()
+ getViewedUnit()
+ getNumbersType()
+ getClosestCenter()
+ getInvisibleUnits()
+ empty()
+ update()
Inst
eUnitsFilter
mapManager
Inst
Intelligence
+ currentlyExploring
+ eUnitsFilter
+ closestOnPath
+ mapManager
+ enemyRush
+ enemyRace
+ enemyHome
+ enemyBasesOrder
+ update()
+ onUnitCreate()
+ onUnitDestroy()
+ onUnitShow()
+ onUnitHide()
+ onUnitMorph()
+ onUnitRenegade()
CSingleton< EUnitsFilter >
# Inst
+ Instance()
+ Destroy()
# CSingleton()
# ~CSingleton()
CSingleton< MapManager >
# Inst
+ Instance()
+ Destroy()
# CSingleton()
# ~CSingleton()
Inst
CSingleton< Intelligence >
# Inst
+ Instance()
+ Destroy()
# CSingleton()
# ~CSingleton()