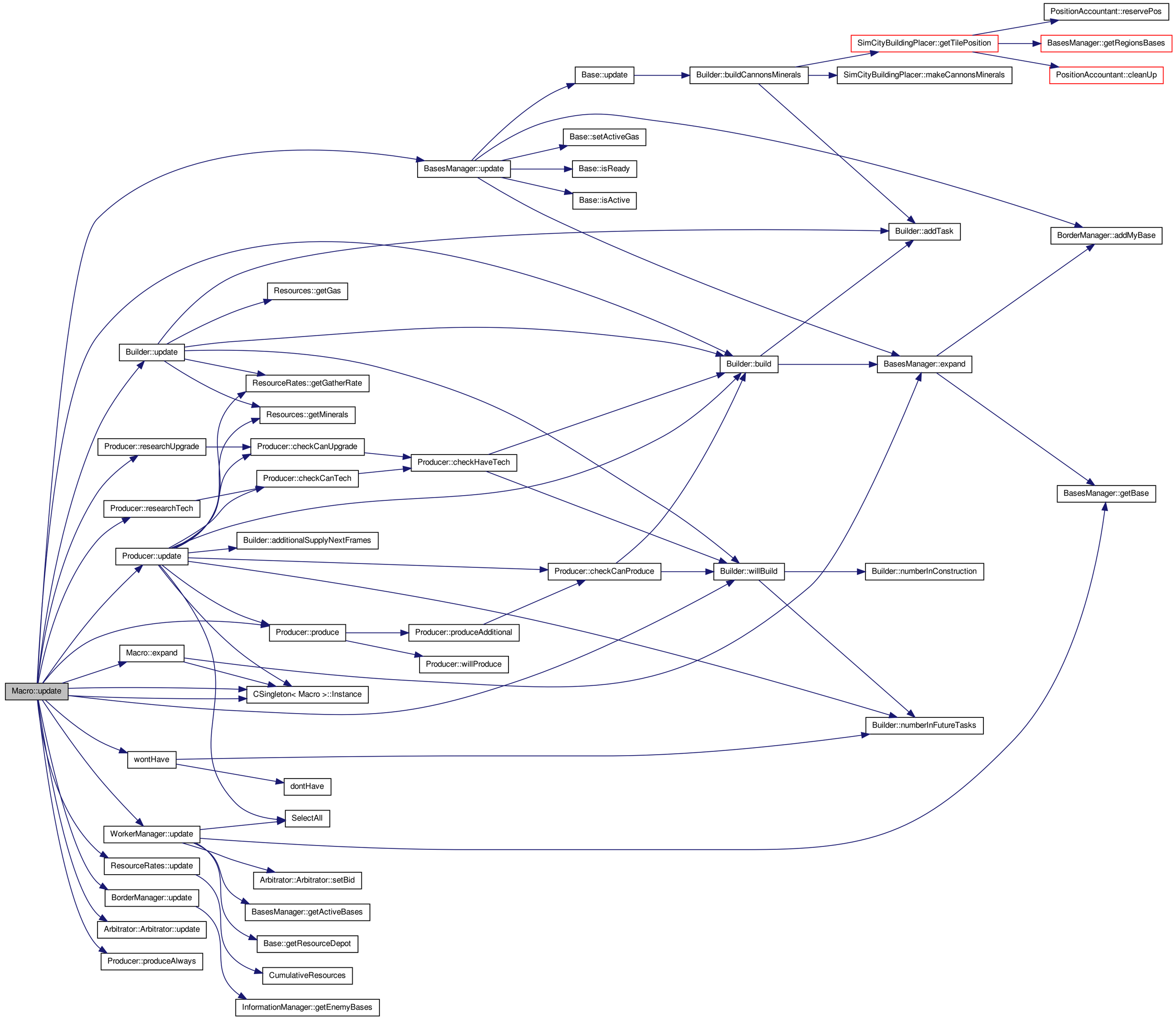
PositionAccountant::reservePos
SimCityBuildingPlacer::getTilePosition
BasesManager::getRegionsBases
PositionAccountant::cleanUp
Base::update
Builder::buildCannonsMinerals
SimCityBuildingPlacer::makeCannonsMinerals
Base::setActiveGas
BasesManager::update
Base::isReady
Base::isActive
Builder::addTask
BorderManager::addMyBase
Resources::getGas
Builder::update
Builder::build
BasesManager::expand
ResourceRates::getGatherRate
Resources::getMinerals
Producer::researchUpgrade
Producer::checkCanUpgrade
Producer::checkHaveTech
Producer::checkCanTech
BasesManager::getBase
Producer::researchTech
Builder::additionalSupplyNextFrames
Producer::update
Producer::checkCanProduce
Builder::willBuild
Builder::numberInConstruction
Producer::produce
Producer::produceAdditional
Producer::willProduce
Macro::expand
Macro::update
CSingleton< Macro >::Instance
Builder::numberInFutureTasks
wontHave
dontHave
SelectAll
WorkerManager::update
ResourceRates::update
Arbitrator::Arbitrator::setBid
BorderManager::update
BasesManager::getActiveBases
Arbitrator::Arbitrator::update
Base::getResourceDepot
Producer::produceAlways
CumulativeResources
InformationManager::getEnemyBases