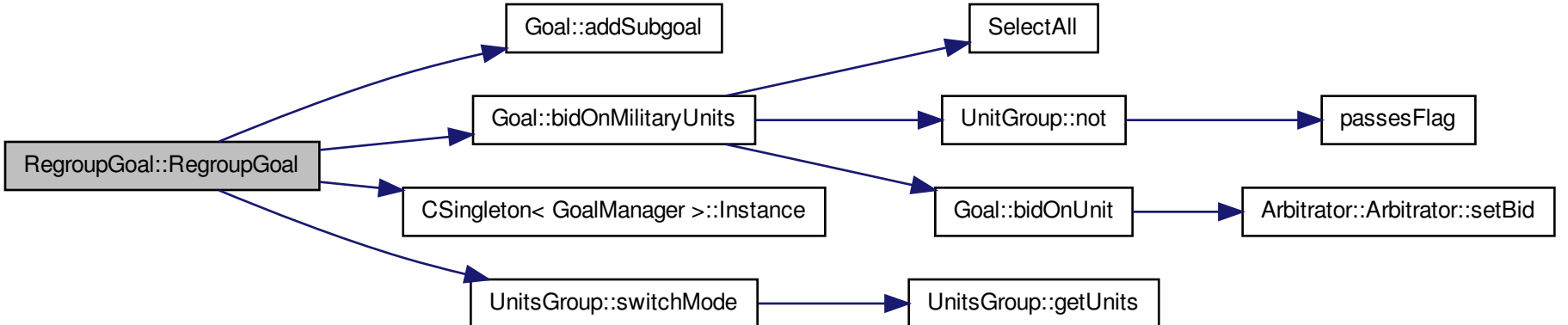
RegroupGoal::RegroupGoal
Goal::addSubgoal
Goal::bidOnMilitaryUnits
CSingleton< GoalManager >::Instance
UnitsGroup::switchMode
SelectAll
UnitGroup::not
passesFlag
Goal::bidOnUnit
Arbitrator::Arbitrator::setBid
UnitsGroup::getUnits