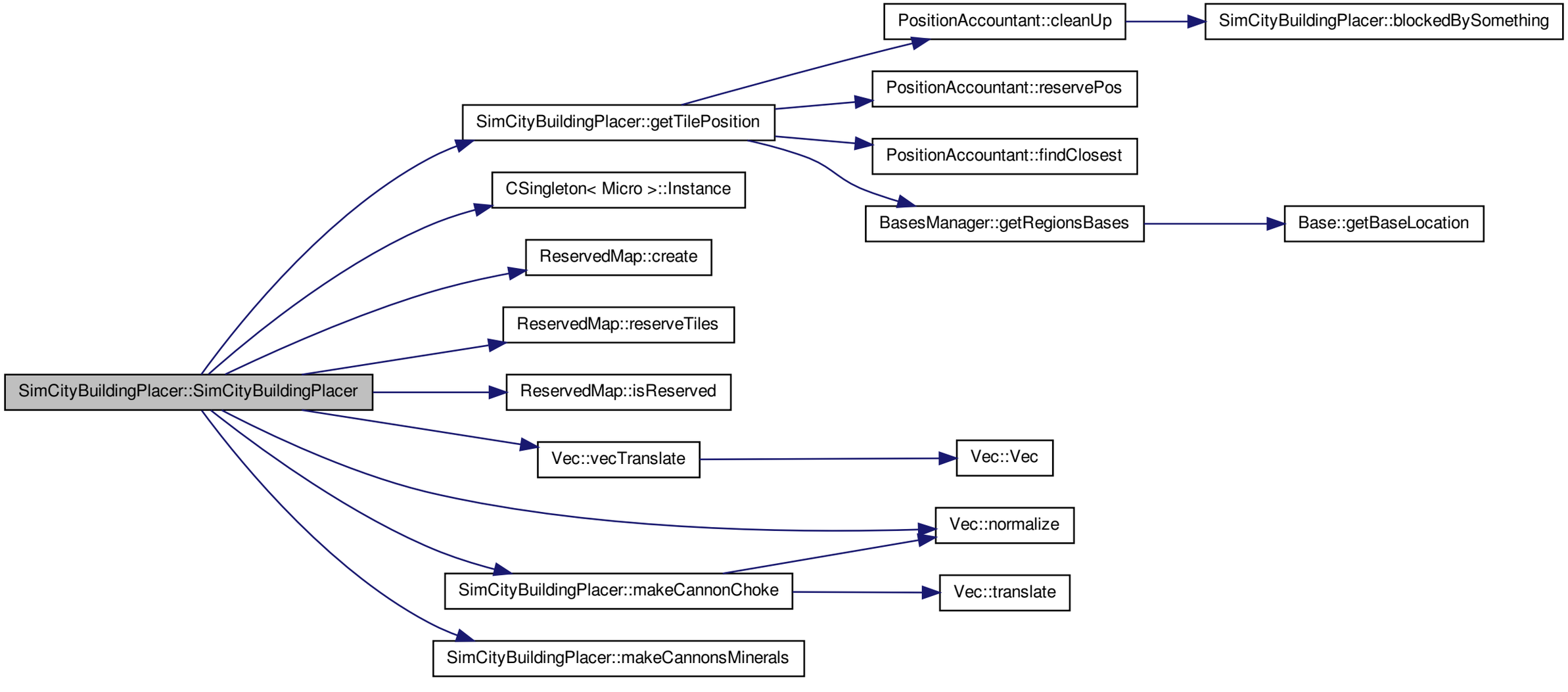
SimCityBuildingPlacer::SimCityBuildingPlacer
SimCityBuildingPlacer::getTilePosition
PositionAccountant::cleanUp
SimCityBuildingPlacer::blockedBySomething
PositionAccountant::reservePos
PositionAccountant::findClosest
BasesManager::getRegionsBases
Base::getBaseLocation
CSingleton< Micro >::Instance
ReservedMap::create
ReservedMap::reserveTiles
ReservedMap::isReserved
Vec::vecTranslate
Vec::Vec
Vec::normalize
SimCityBuildingPlacer::makeCannonChoke
Vec::translate
SimCityBuildingPlacer::makeCannonsMinerals