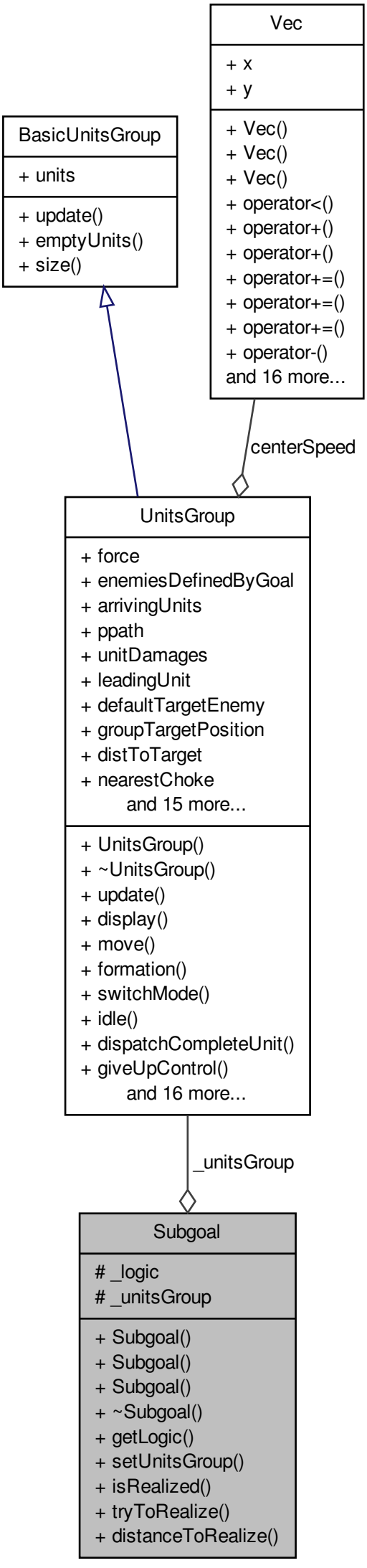
Vec
+ x
+ y
+ Vec()
+ Vec()
+ Vec()
+ operator<()
+ operator+()
+ operator+()
+ operator+=()
+ operator+=()
+ operator+=()
+ operator-()
and 16 more...
BasicUnitsGroup
+ units
+ update()
+ emptyUnits()
+ size()
centerSpeed
UnitsGroup
+ force
+ enemiesDefinedByGoal
+ arrivingUnits
+ ppath
+ unitDamages
+ leadingUnit
+ defaultTargetEnemy
+ groupTargetPosition
+ distToTarget
+ nearestChoke
and 15 more...
+ UnitsGroup()
+ ~UnitsGroup()
+ update()
+ display()
+ move()
+ formation()
+ switchMode()
+ idle()
+ dispatchCompleteUnit()
+ giveUpControl()
and 16 more...
_unitsGroup
Subgoal
_logic
_unitsGroup
+ Subgoal()
+ Subgoal()
+ Subgoal()
+ ~Subgoal()
+ getLogic()
+ setUnitsGroup()
+ isRealized()
+ tryToRealize()
+ distanceToRealize()