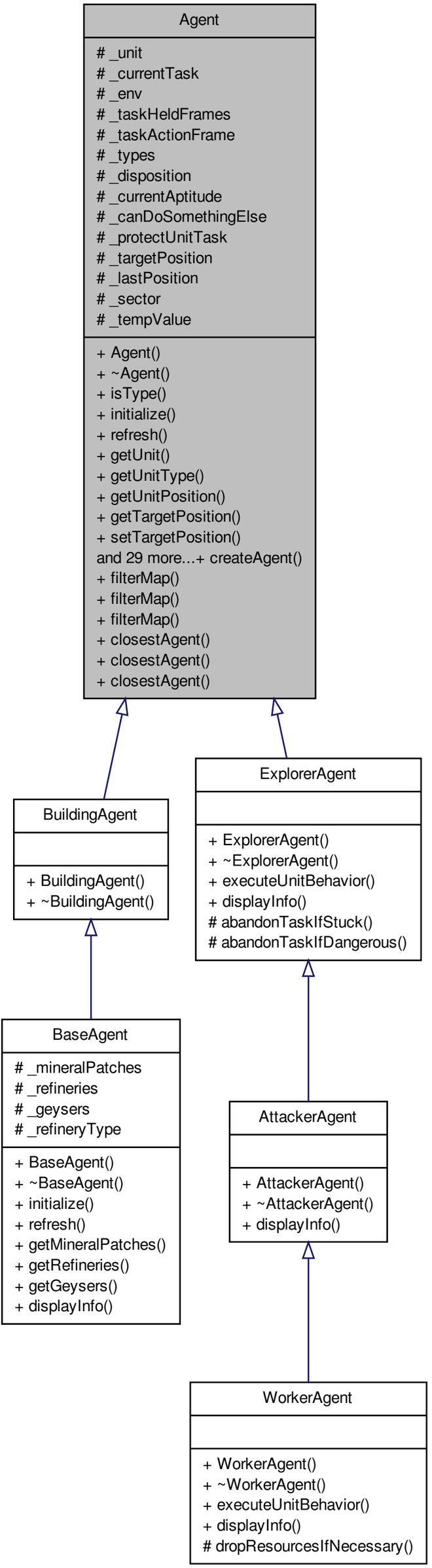
Agent
_unit
_currentTask
_env
_taskHeldFrames
_taskActionFrame
_types
_disposition
_currentAptitude
_canDoSomethingElse
_protectUnitTask
_targetPosition
_lastPosition
_sector
_tempValue
+ Agent()
+ ~Agent()
+ isType()
+ initialize()
+ refresh()
+ getUnit()
+ getUnitType()
+ getUnitPosition()
+ getTargetPosition()
+ setTargetPosition()
and 29 more...+ createAgent()
+ filterMap()
+ filterMap()
+ filterMap()
+ closestAgent()
+ closestAgent()
+ closestAgent()
BuildingAgent
+ BuildingAgent()
+ ~BuildingAgent()
ExplorerAgent
+ ExplorerAgent()
+ ~ExplorerAgent()
+ executeUnitBehavior()
+ displayInfo()
# abandonTaskIfStuck()
# abandonTaskIfDangerous()
BaseAgent
_mineralPatches
_refineries
_geysers
_refineryType
+ BaseAgent()
+ ~BaseAgent()
+ initialize()
+ refresh()
+ getMineralPatches()
+ getRefineries()
+ getGeysers()
+ displayInfo()
AttackerAgent
+ AttackerAgent()
+ ~AttackerAgent()
+ displayInfo()
WorkerAgent
+ WorkerAgent()
+ ~WorkerAgent()
+ executeUnitBehavior()
+ displayInfo()
# dropResourcesIfNecessary()