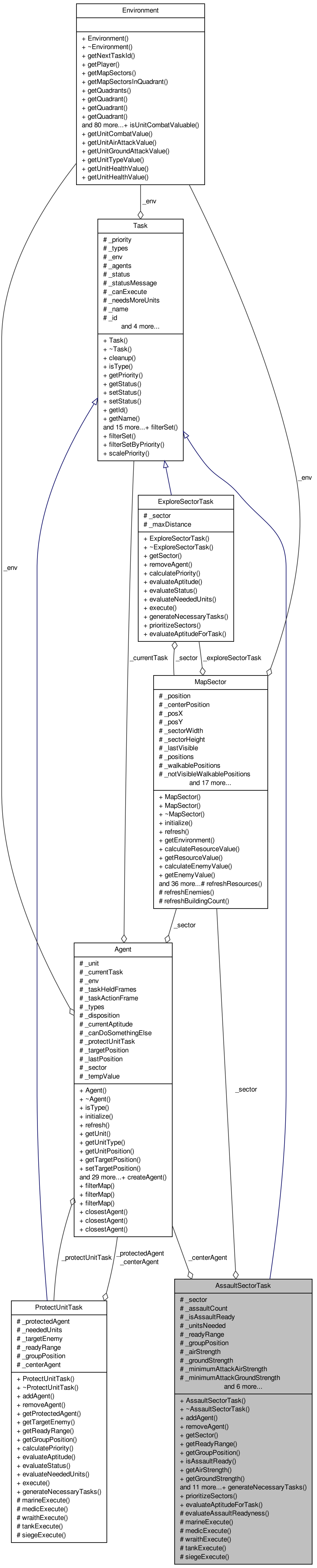
Environment
+ Environment()
+ ~Environment()
+ getNextTaskId()
+ getPlayer()
+ getMapSectors()
+ getMapSectorsInQuadrant()
+ getQuadrants()
+ getQuadrant()
+ getQuadrant()
+ getQuadrant()
and 80 more...+ isUnitCombatValuable()
+ getUnitCombatValue()
+ getUnitAirAttackValue()
+ getUnitGroundAttackValue()
+ getUnitTypeValue()
+ getUnitHealthValue()
+ getUnitHealthValue()
_env
Task
_priority
_types
_env
_agents
_status
_statusMessage
_canExecute
_needsMoreUnits
_name
_id
and 4 more...
+ Task()
+ ~Task()
+ cleanup()
+ isType()
+ getPriority()
+ getStatus()
+ setStatus()
+ setStatus()
+ getId()
+ getName()
and 15 more...+ filterSet()
+ filterSet()
+ filterSetByPriority()
+ scalePriority()
_env
ExploreSectorTask
_sector
_maxDistance
+ ExploreSectorTask()
+ ~ExploreSectorTask()
+ getSector()
+ removeAgent()
+ calculatePriority()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
+ prioritizeSectors()
+ evaluateAptitudeForTask()
_env
_currentTask
_sector
_exploreSectorTask
MapSector
_position
_centerPosition
_posX
_posY
_sectorWidth
_sectorHeight
_lastVisible
_positions
_walkablePositions
_notVisibleWalkablePositions
and 17 more...
+ MapSector()
+ MapSector()
+ ~MapSector()
+ initialize()
+ refresh()
+ getEnvironment()
+ calculateResourceValue()
+ getResourceValue()
+ calculateEnemyValue()
+ getEnemyValue()
and 36 more...# refreshResources()
refreshEnemies()
refreshBuildingCount()
_sector
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()
_sector
_protectUnitTask
_protectedAgent
_centerAgent
_centerAgent
ProtectUnitTask
_protectedAgent
_neededUnits
_targetEnemy
_readyRange
_groupPosition
_centerAgent
+ ProtectUnitTask()
+ ~ProtectUnitTask()
+ addAgent()
+ removeAgent()
+ getProtectedAgent()
+ getTargetEnemy()
+ getReadyRange()
+ getGroupPosition()
+ calculatePriority()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
# marineExecute()
# medicExecute()
# wraithExecute()
# tankExecute()
# siegeExecute()
AssaultSectorTask
_sector
_assaultCount
_isAssaultReady
_unitsNeeded
_readyRange
_groupPosition
_airStrength
_groundStrength
_minimumAttackAirStrength
_minimumAttackGroundStrength
and 6 more...
+ AssaultSectorTask()
+ ~AssaultSectorTask()
+ addAgent()
+ removeAgent()
+ getSector()
+ getReadyRange()
+ getGroupPosition()
+ isAssaultReady()
+ getAirStrength()
+ getGroundStrength()
and 11 more...+ generateNecessaryTasks()
+ prioritizeSectors()
+ evaluateAptitudeForTask()
# evaluateAssaultReadyness()
# marineExecute()
# medicExecute()
# wraithExecute()
# tankExecute()
# siegeExecute()