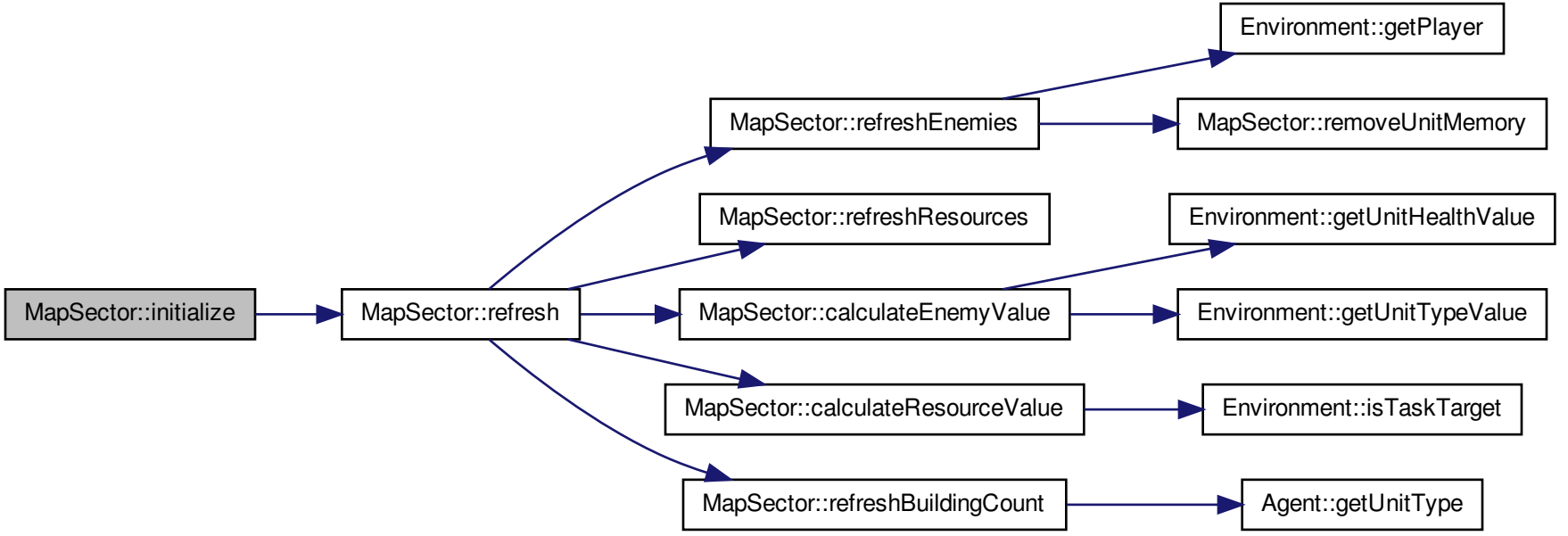
MapSector::initialize
MapSector::refresh
MapSector::refreshEnemies
Environment::getPlayer
MapSector::removeUnitMemory
MapSector::refreshResources
MapSector::calculateEnemyValue
Environment::getUnitHealthValue
Environment::getUnitTypeValue
MapSector::calculateResourceValue
Environment::isTaskTarget
MapSector::refreshBuildingCount
Agent::getUnitType