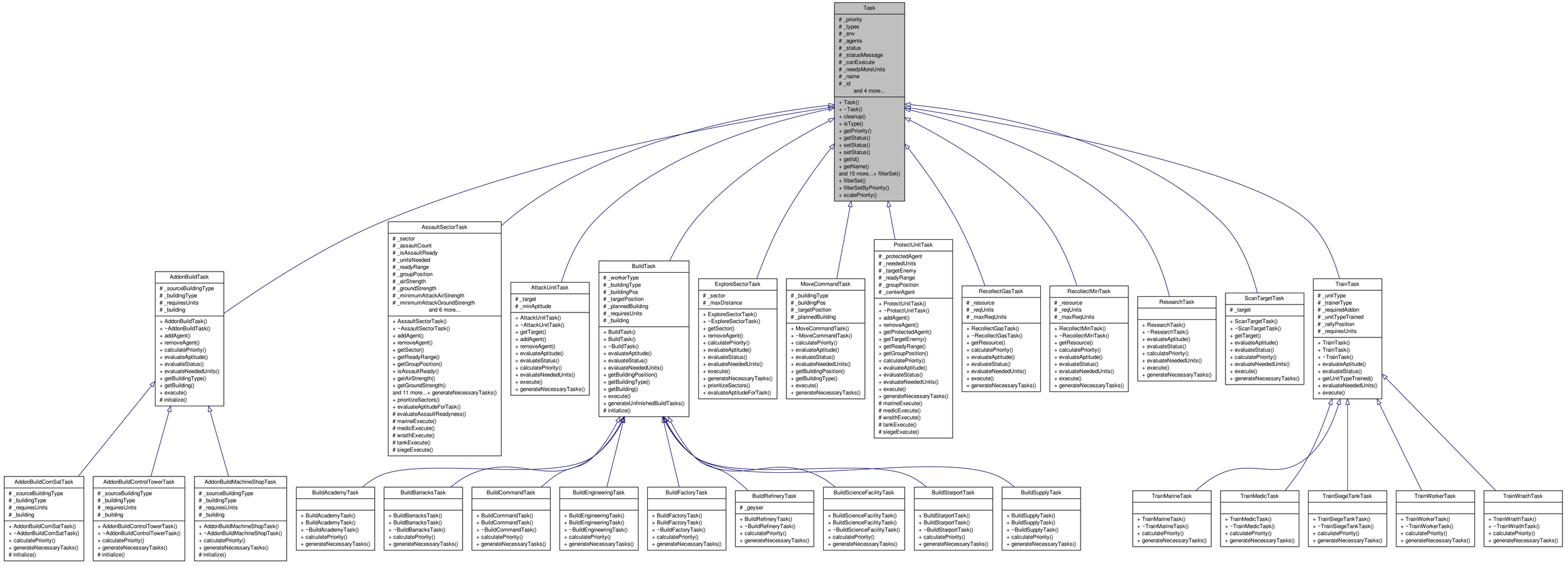
Task
# _priority
# _types
# _env
# _agents
# _status
# _statusMessage
# _canExecute
# _needsMoreUnits
# _name
# _id
and 4 more...
+ Task()
+ ~Task()
+ cleanup()
+ isType()
+ getPriority()
+ getStatus()
+ setStatus()
+ setStatus()
+ getId()
+ getName()
and 15 more...+ filterSet()
+ filterSet()
+ filterSetByPriority()
+ scalePriority()
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()
AddonBuildTask
# _sourceBuildingType
# _buildingType
# _requiresUnits
# _building
+ AddonBuildTask()
+ ~AddonBuildTask()
+ addAgent()
+ removeAgent()
+ calculatePriority()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ getBuildingType()
+ getBuilding()
+ execute()
# initialize()
AttackUnitTask
# _target
# _minAptitude
+ AttackUnitTask()
+ ~AttackUnitTask()
+ getTarget()
+ addAgent()
+ removeAgent()
+ evaluateAptitude()
+ evaluateStatus()
+ calculatePriority()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
BuildTask
# _workerType
# _buildingType
# _buildingPos
# _targetPosition
# _plannedBuilding
# _requiresUnits
# _building
+ BuildTask()
+ BuildTask()
+ ~BuildTask()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ getBuildingPosition()
+ getBuildingType()
+ getBuilding()
+ execute()
+ generateUnfinishedBuildTasks()
# initialize()
ExploreSectorTask
# _sector
# _maxDistance
+ ExploreSectorTask()
+ ~ExploreSectorTask()
+ getSector()
+ removeAgent()
+ calculatePriority()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
+ prioritizeSectors()
+ evaluateAptitudeForTask()
MoveCommandTask
# _buildingType
# _buildingPos
# _targetPosition
# _plannedBuilding
+ MoveCommandTask()
+ ~MoveCommandTask()
+ calculatePriority()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ getBuildingPosition()
+ getBuildingType()
+ execute()
+ generateNecessaryTasks()
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()
RecollectGasTask
# _resource
# _reqUnits
# _maxReqUnits
+ RecollectGasTask()
+ ~RecollectGasTask()
+ getResource()
+ calculatePriority()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
RecollectMinTask
# _resource
# _reqUnits
# _maxReqUnits
+ RecollectMinTask()
+ ~RecollectMinTask()
+ getResource()
+ calculatePriority()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
ResearchTask
+ ResearchTask()
+ ~ResearchTask()
+ evaluateAptitude()
+ evaluateStatus()
+ calculatePriority()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
ScanTargetTask
# _target
+ ScanTargetTask()
+ ~ScanTargetTask()
+ getTarget()
+ evaluateAptitude()
+ evaluateStatus()
+ calculatePriority()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
TrainTask
# _unitType
# _trainerType
# _requiredAddon
# _unitTypeTrained
# _rallyPosition
# _requiresUnits
+ TrainTask()
+ TrainTask()
+ ~TrainTask()
+ evaluateAptitude()
+ evaluateStatus()
+ getUnitTypeTrained()
+ evaluateNeededUnits()
+ execute()
AddonBuildComSatTask
# _sourceBuildingType
# _buildingType
# _requiresUnits
# _building
+ AddonBuildComSatTask()
+ ~AddonBuildComSatTask()
+ calculatePriority()
+ generateNecessaryTasks()
# initialize()
AddonBuildControlTowerTask
# _sourceBuildingType
# _buildingType
# _requiresUnits
# _building
+ AddonBuildControlTowerTask()
+ ~AddonBuildControlTowerTask()
+ calculatePriority()
+ generateNecessaryTasks()
# initialize()
AddonBuildMachineShopTask
# _sourceBuildingType
# _buildingType
# _requiresUnits
# _building
+ AddonBuildMachineShopTask()
+ ~AddonBuildMachineShopTask()
+ calculatePriority()
+ generateNecessaryTasks()
# initialize()
BuildAcademyTask
+ BuildAcademyTask()
+ BuildAcademyTask()
+ ~BuildAcademyTask()
+ calculatePriority()
+ generateNecessaryTasks()
BuildBarracksTask
+ BuildBarracksTask()
+ BuildBarracksTask()
+ ~BuildBarracksTask()
+ calculatePriority()
+ generateNecessaryTasks()
BuildCommandTask
+ BuildCommandTask()
+ BuildCommandTask()
+ ~BuildCommandTask()
+ calculatePriority()
+ generateNecessaryTasks()
BuildEngineeringTask
+ BuildEngineeringTask()
+ BuildEngineeringTask()
+ ~BuildEngineeringTask()
+ calculatePriority()
+ generateNecessaryTasks()
BuildFactoryTask
+ BuildFactoryTask()
+ BuildFactoryTask()
+ ~BuildFactoryTask()
+ calculatePriority()
+ generateNecessaryTasks()
BuildRefineryTask
# _geyser
+ BuildRefineryTask()
+ ~BuildRefineryTask()
+ calculatePriority()
+ generateNecessaryTasks()
BuildScienceFacilityTask
+ BuildScienceFacilityTask()
+ BuildScienceFacilityTask()
+ ~BuildScienceFacilityTask()
+ calculatePriority()
+ generateNecessaryTasks()
BuildStarportTask
+ BuildStarportTask()
+ BuildStarportTask()
+ ~BuildStarportTask()
+ calculatePriority()
+ generateNecessaryTasks()
BuildSupplyTask
+ BuildSupplyTask()
+ BuildSupplyTask()
+ ~BuildSupplyTask()
+ calculatePriority()
+ generateNecessaryTasks()
TrainMarineTask
+ TrainMarineTask()
+ ~TrainMarineTask()
+ calculatePriority()
+ generateNecessaryTasks()
TrainMedicTask
+ TrainMedicTask()
+ ~TrainMedicTask()
+ calculatePriority()
+ generateNecessaryTasks()
TrainSiegeTankTask
+ TrainSiegeTankTask()
+ ~TrainSiegeTankTask()
+ calculatePriority()
+ generateNecessaryTasks()
TrainWorkerTask
+ TrainWorkerTask()
+ ~TrainWorkerTask()
+ calculatePriority()
+ generateNecessaryTasks()
TrainWraithTask
+ TrainWraithTask()
+ ~TrainWraithTask()
+ calculatePriority()
+ generateNecessaryTasks()