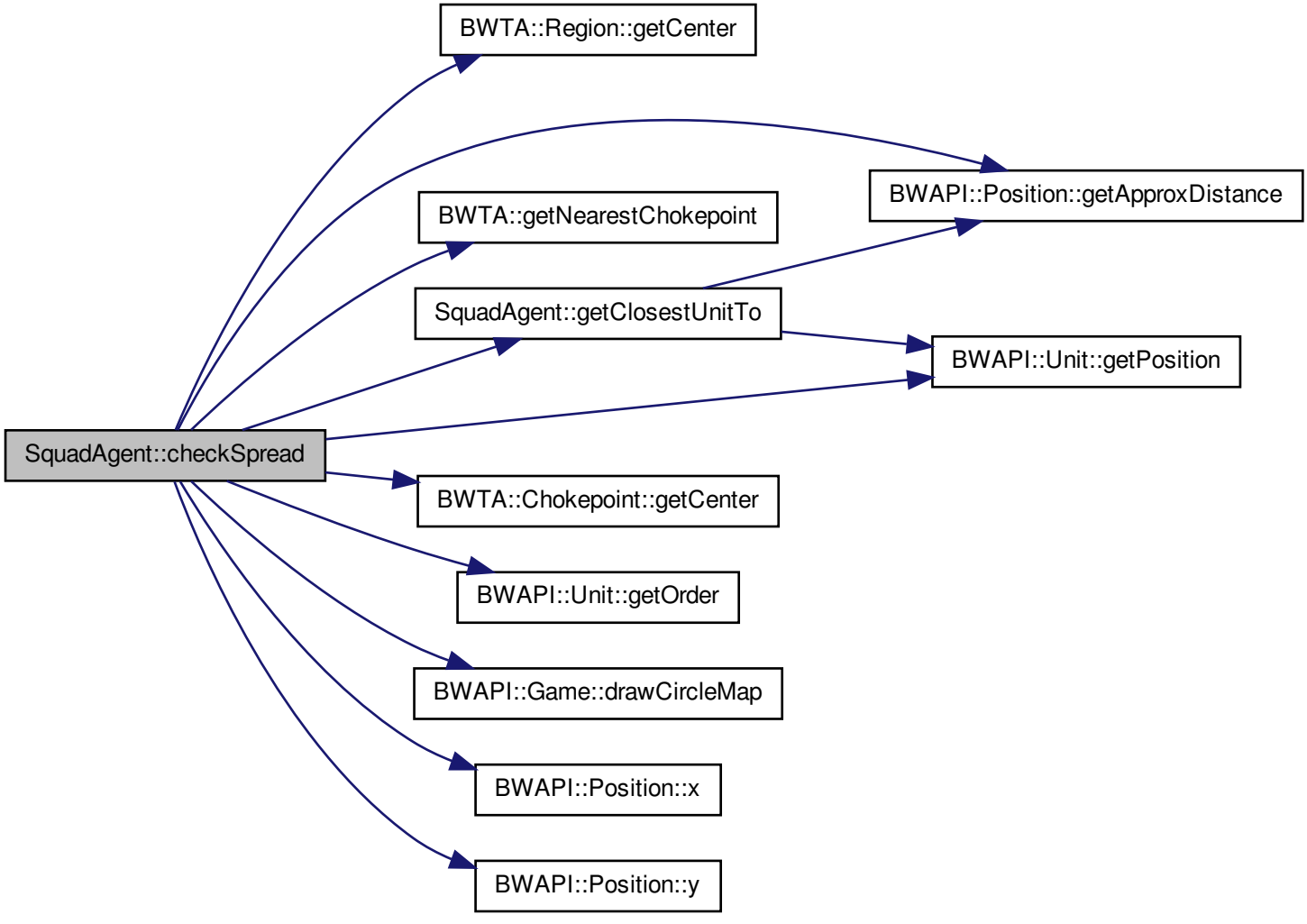
BWTA::Region::getCenter
BWAPI::Position::getApproxDistance
BWTA::getNearestChokepoint
SquadAgent::getClosestUnitTo
BWAPI::Unit::getPosition
SquadAgent::checkSpread
BWTA::Chokepoint::getCenter
BWAPI::Unit::getOrder
BWAPI::Game::drawCircleMap
BWAPI::Position::x
BWAPI::Position::y