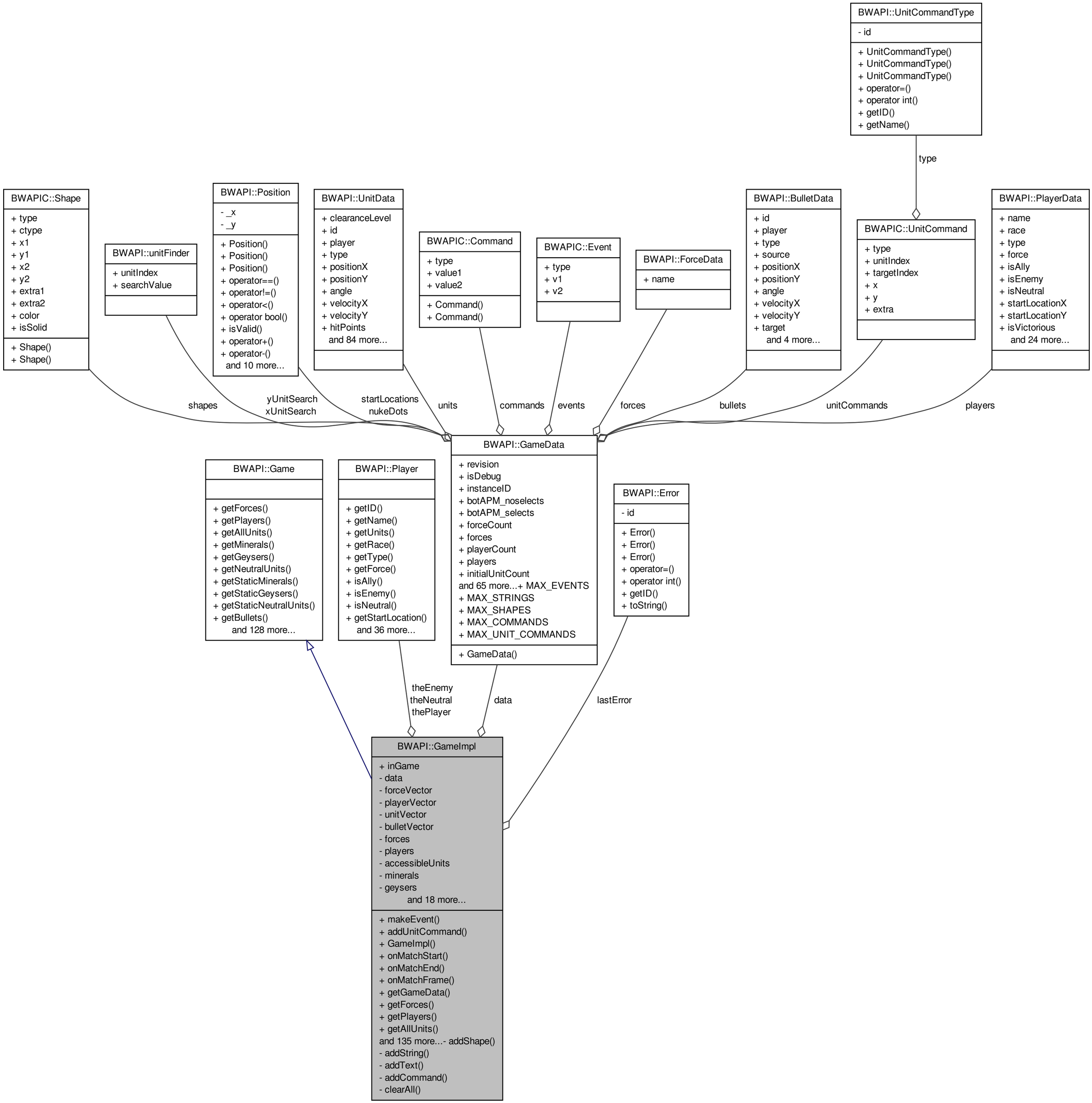
BWAPI::UnitCommandType
- id
+ UnitCommandType()
+ UnitCommandType()
+ UnitCommandType()
+ operator=()
+ operator int()
+ getID()
+ getName()
type
BWAPIC::Shape
+ type
+ ctype
+ x1
+ y1
+ x2
+ y2
+ extra1
+ extra2
+ color
+ isSolid
+ Shape()
+ Shape()
BWAPI::unitFinder
+ unitIndex
+ searchValue
BWAPI::Position
- _x
- _y
+ Position()
+ Position()
+ Position()
+ operator==()
+ operator!=()
+ operator<()
+ operator bool()
+ isValid()
+ operator+()
+ operator-()
and 10 more...
BWAPI::UnitData
+ clearanceLevel
+ id
+ player
+ type
+ positionX
+ positionY
+ angle
+ velocityX
+ velocityY
+ hitPoints
and 84 more...
BWAPIC::Command
+ type
+ value1
+ value2
+ Command()
+ Command()
BWAPIC::Event
+ type
+ v1
+ v2
BWAPI::ForceData
+ name
BWAPI::BulletData
+ id
+ player
+ type
+ source
+ positionX
+ positionY
+ angle
+ velocityX
+ velocityY
+ target
and 4 more...
BWAPIC::UnitCommand
+ type
+ unitIndex
+ targetIndex
+ x
+ y
+ extra
BWAPI::PlayerData
+ name
+ race
+ type
+ force
+ isAlly
+ isEnemy
+ isNeutral
+ startLocationX
+ startLocationY
+ isVictorious
and 24 more...
shapes
yUnitSearch
xUnitSearch
startLocations
nukeDots
units
commands
events
forces
bullets
unitCommands
players
BWAPI::GameData
+ revision
+ isDebug
+ instanceID
+ botAPM_noselects
+ botAPM_selects
+ forceCount
+ forces
+ playerCount
+ players
+ initialUnitCount
and 65 more...+ MAX_EVENTS
+ MAX_STRINGS
+ MAX_SHAPES
+ MAX_COMMANDS
+ MAX_UNIT_COMMANDS
+ GameData()
BWAPI::Game
+ getForces()
+ getPlayers()
+ getAllUnits()
+ getMinerals()
+ getGeysers()
+ getNeutralUnits()
+ getStaticMinerals()
+ getStaticGeysers()
+ getStaticNeutralUnits()
+ getBullets()
and 128 more...
BWAPI::Player
+ getID()
+ getName()
+ getUnits()
+ getRace()
+ getType()
+ getForce()
+ isAlly()
+ isEnemy()
+ isNeutral()
+ getStartLocation()
and 36 more...
BWAPI::Error
- id
+ Error()
+ Error()
+ Error()
+ operator=()
+ operator int()
+ getID()
+ toString()
theEnemy
theNeutral
thePlayer
data
lastError
BWAPI::GameImpl
+ inGame
- data
- forceVector
- playerVector
- unitVector
- bulletVector
- forces
- players
- accessibleUnits
- minerals
- geysers
and 18 more...
+ makeEvent()
+ addUnitCommand()
+ GameImpl()
+ onMatchStart()
+ onMatchEnd()
+ onMatchFrame()
+ getGameData()
+ getForces()
+ getPlayers()
+ getAllUnits()
and 135 more...- addShape()
- addString()
- addText()
- addCommand()
- clearAll()