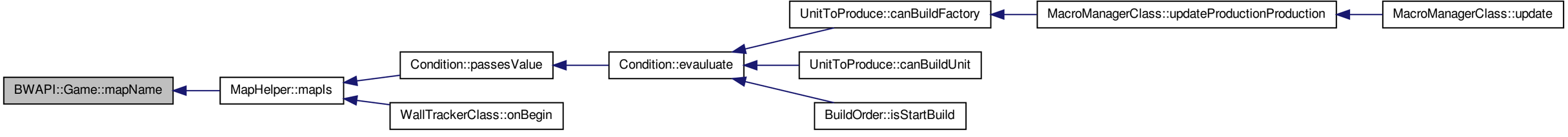
BWAPI::Game::mapName
MapHelper::mapIs
Condition::passesValue
WallTrackerClass::onBegin
Condition::evauluate
UnitToProduce::canBuildFactory
UnitToProduce::canBuildUnit
BuildOrder::isStartBuild
MacroManagerClass::updateProductionProduction
MacroManagerClass::update