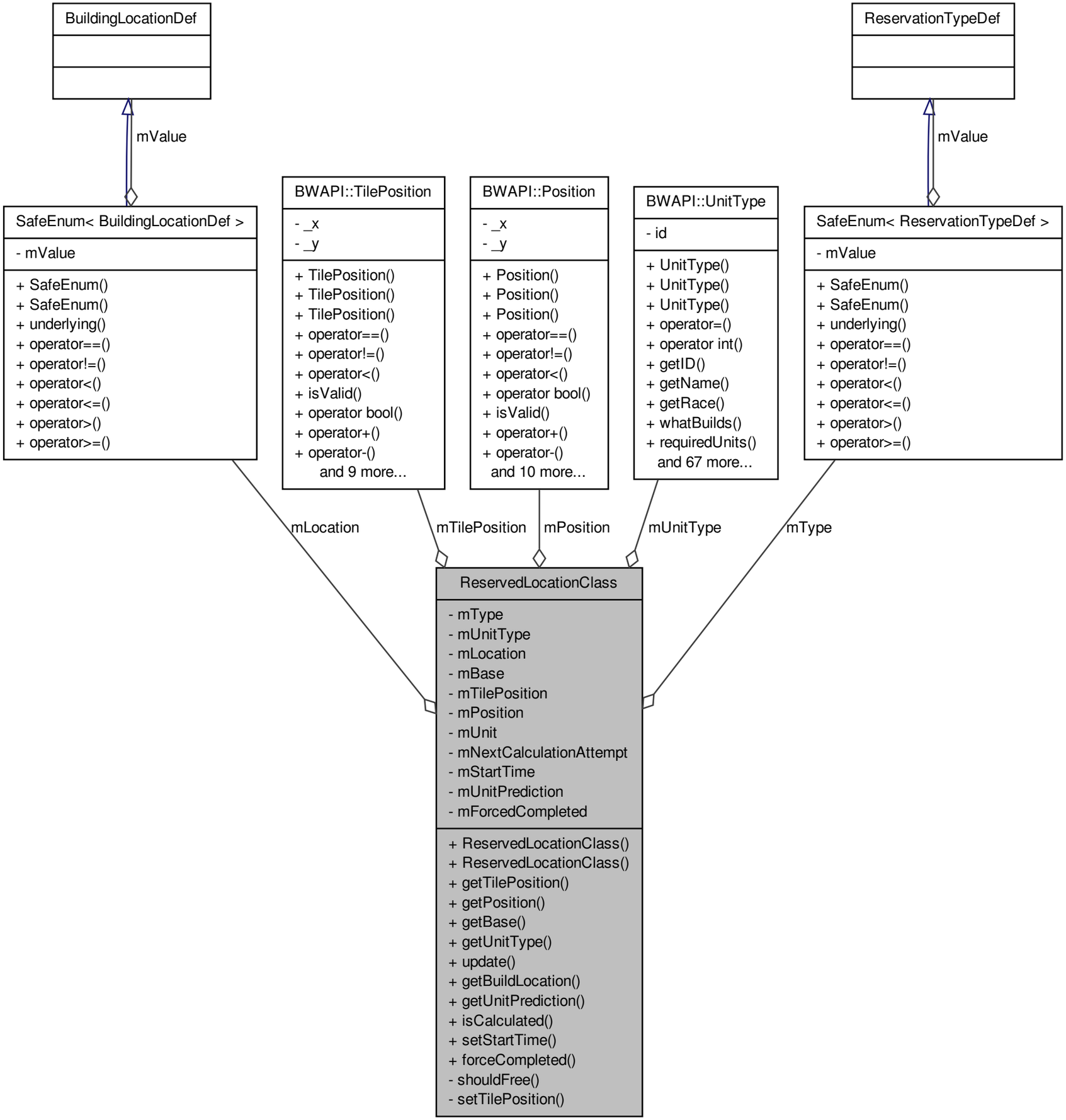
BuildingLocationDef
mValue
SafeEnum< BuildingLocationDef >
- mValue
+ SafeEnum()
+ SafeEnum()
+ underlying()
+ operator==()
+ operator!=()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
BWAPI::TilePosition
- _x
- _y
+ TilePosition()
+ TilePosition()
+ TilePosition()
+ operator==()
+ operator!=()
+ operator<()
+ isValid()
+ operator bool()
+ operator+()
+ operator-()
and 9 more...
BWAPI::Position
- _x
- _y
+ Position()
+ Position()
+ Position()
+ operator==()
+ operator!=()
+ operator<()
+ operator bool()
+ isValid()
+ operator+()
+ operator-()
and 10 more...
BWAPI::UnitType
- id
+ UnitType()
+ UnitType()
+ UnitType()
+ operator=()
+ operator int()
+ getID()
+ getName()
+ getRace()
+ whatBuilds()
+ requiredUnits()
and 67 more...
ReservationTypeDef
mValue
SafeEnum< ReservationTypeDef >
- mValue
+ SafeEnum()
+ SafeEnum()
+ underlying()
+ operator==()
+ operator!=()
+ operator<()
+ operator<=()
+ operator>()
+ operator>=()
mLocation
mTilePosition
mPosition
mUnitType
mType
ReservedLocationClass
- mType
- mUnitType
- mLocation
- mBase
- mTilePosition
- mPosition
- mUnit
- mNextCalculationAttempt
- mStartTime
- mUnitPrediction
- mForcedCompleted
+ ReservedLocationClass()
+ ReservedLocationClass()
+ getTilePosition()
+ getPosition()
+ getBase()
+ getUnitType()
+ update()
+ getBuildLocation()
+ getUnitPrediction()
+ isCalculated()
+ setStartTime()
+ forceCompleted()
- shouldFree()
- setTilePosition()