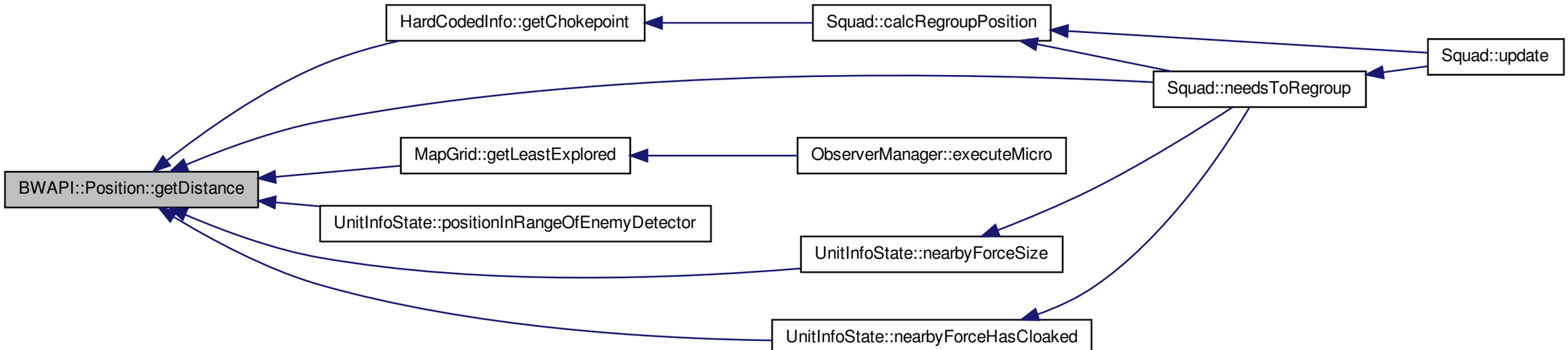
BWAPI::Position::getDistance
HardCodedInfo::getChokepoint
Squad::calcRegroupPosition
Squad::update
Squad::needsToRegroup
MapGrid::getLeastExplored
ObserverManager::executeMicro
UnitInfoState::positionInRangeOfEnemyDetector
UnitInfoState::nearbyForceSize
UnitInfoState::nearbyForceHasCloaked