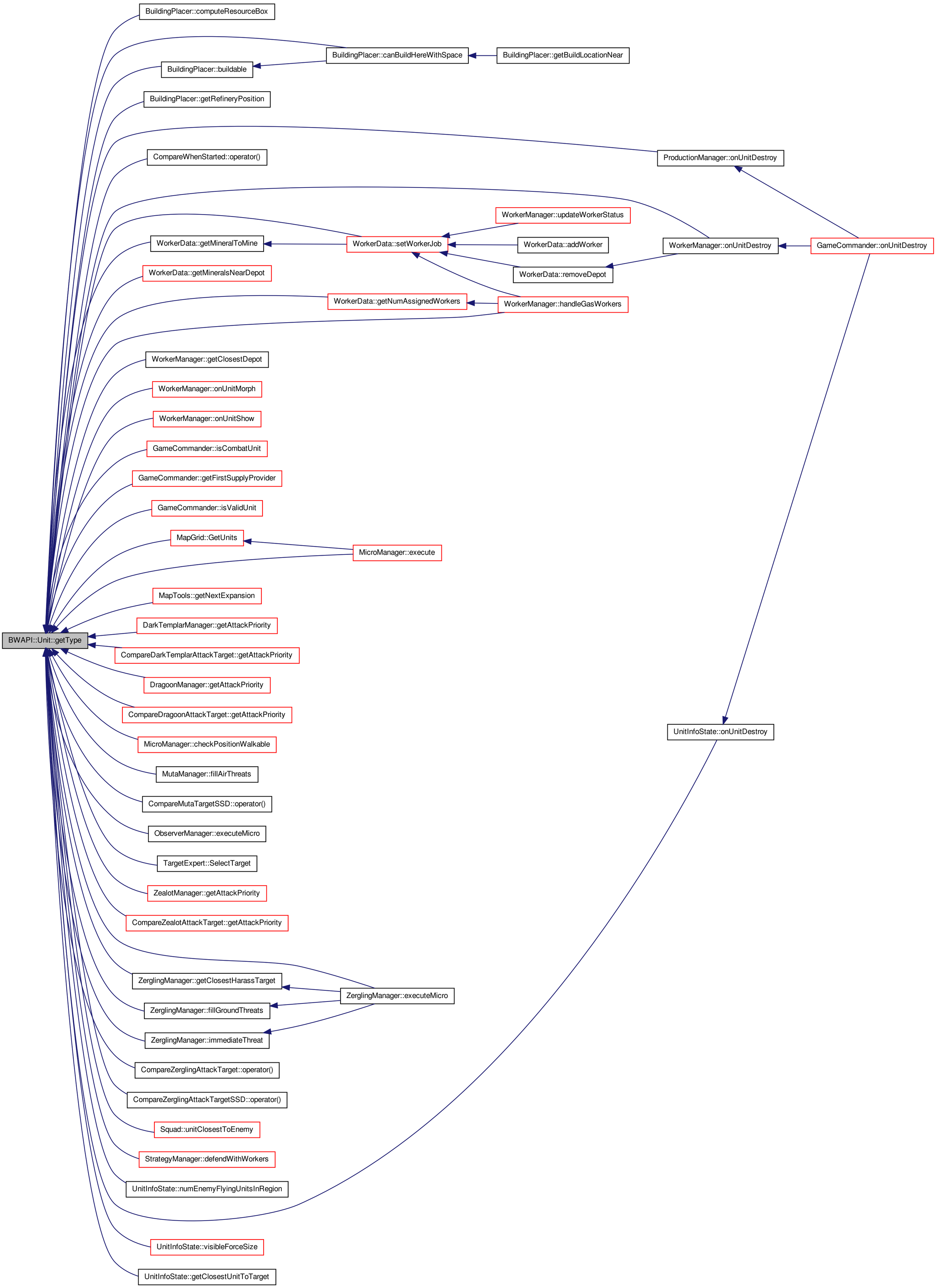
BuildingPlacer::computeResourceBox
BuildingPlacer::canBuildHereWithSpace
BuildingPlacer::getBuildLocationNear
BuildingPlacer::buildable
BuildingPlacer::getRefineryPosition
CompareWhenStarted::operator()
ProductionManager::onUnitDestroy
WorkerManager::updateWorkerStatus
WorkerData::getMineralToMine
WorkerData::setWorkerJob
WorkerData::addWorker
WorkerManager::onUnitDestroy
GameCommander::onUnitDestroy
WorkerData::removeDepot
WorkerData::getMineralsNearDepot
WorkerData::getNumAssignedWorkers
WorkerManager::handleGasWorkers
WorkerManager::getClosestDepot
WorkerManager::onUnitMorph
WorkerManager::onUnitShow
GameCommander::isCombatUnit
GameCommander::getFirstSupplyProvider
GameCommander::isValidUnit
MapGrid::GetUnits
MicroManager::execute
MapTools::getNextExpansion
DarkTemplarManager::getAttackPriority
BWAPI::Unit::getType
CompareDarkTemplarAttackTarget::getAttackPriority
DragoonManager::getAttackPriority
CompareDragoonAttackTarget::getAttackPriority
UnitInfoState::onUnitDestroy
MicroManager::checkPositionWalkable
MutaManager::fillAirThreats
CompareMutaTargetSSD::operator()
ObserverManager::executeMicro
TargetExpert::SelectTarget
ZealotManager::getAttackPriority
CompareZealotAttackTarget::getAttackPriority
ZerglingManager::getClosestHarassTarget
ZerglingManager::executeMicro
ZerglingManager::fillGroundThreats
ZerglingManager::immediateThreat
CompareZerglingAttackTarget::operator()
CompareZerglingAttackTargetSSD::operator()
Squad::unitClosestToEnemy
StrategyManager::defendWithWorkers
UnitInfoState::numEnemyFlyingUnitsInRegion
UnitInfoState::visibleForceSize
UnitInfoState::getClosestUnitToTarget