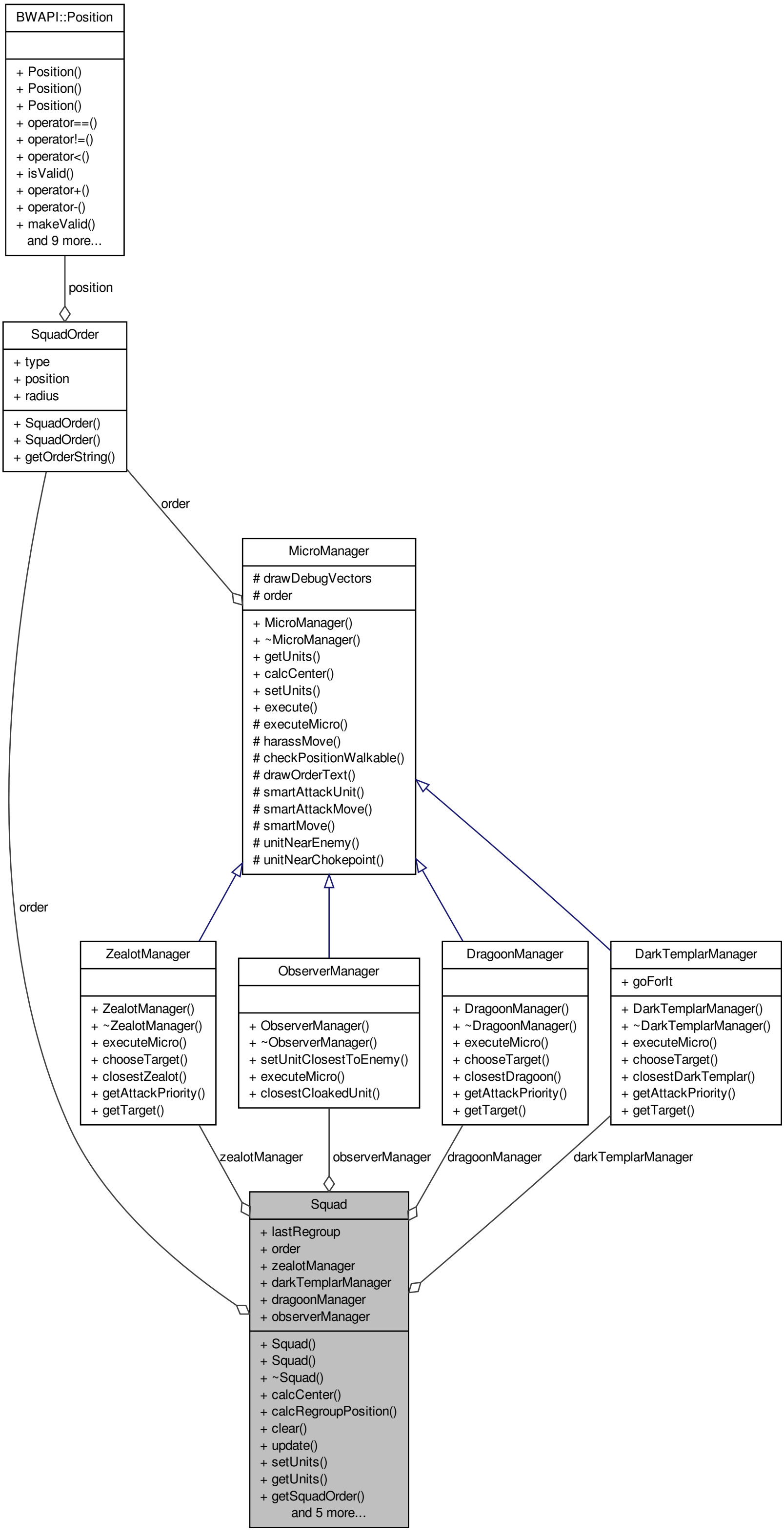
BWAPI::Position
+ Position()
+ Position()
+ Position()
+ operator==()
+ operator!=()
+ operator<()
+ isValid()
+ operator+()
+ operator-()
+ makeValid()
and 9 more...
position
SquadOrder
+ type
+ position
+ radius
+ SquadOrder()
+ SquadOrder()
+ getOrderString()
order
order
MicroManager
drawDebugVectors
order
+ MicroManager()
+ ~MicroManager()
+ getUnits()
+ calcCenter()
+ setUnits()
+ execute()
# executeMicro()
# harassMove()
# checkPositionWalkable()
# drawOrderText()
# smartAttackUnit()
# smartAttackMove()
# smartMove()
# unitNearEnemy()
# unitNearChokepoint()
ZealotManager
+ ZealotManager()
+ ~ZealotManager()
+ executeMicro()
+ chooseTarget()
+ closestZealot()
+ getAttackPriority()
+ getTarget()
ObserverManager
+ ObserverManager()
+ ~ObserverManager()
+ setUnitClosestToEnemy()
+ executeMicro()
+ closestCloakedUnit()
DragoonManager
+ DragoonManager()
+ ~DragoonManager()
+ executeMicro()
+ chooseTarget()
+ closestDragoon()
+ getAttackPriority()
+ getTarget()
DarkTemplarManager
+ goForIt
+ DarkTemplarManager()
+ ~DarkTemplarManager()
+ executeMicro()
+ chooseTarget()
+ closestDarkTemplar()
+ getAttackPriority()
+ getTarget()
zealotManager
observerManager
dragoonManager
darkTemplarManager
Squad
+ lastRegroup
+ order
+ zealotManager
+ darkTemplarManager
+ dragoonManager
+ observerManager
+ Squad()
+ Squad()
+ ~Squad()
+ calcCenter()
+ calcRegroupPosition()
+ clear()
+ update()
+ setUnits()
+ getUnits()
+ getSquadOrder()
and 5 more...