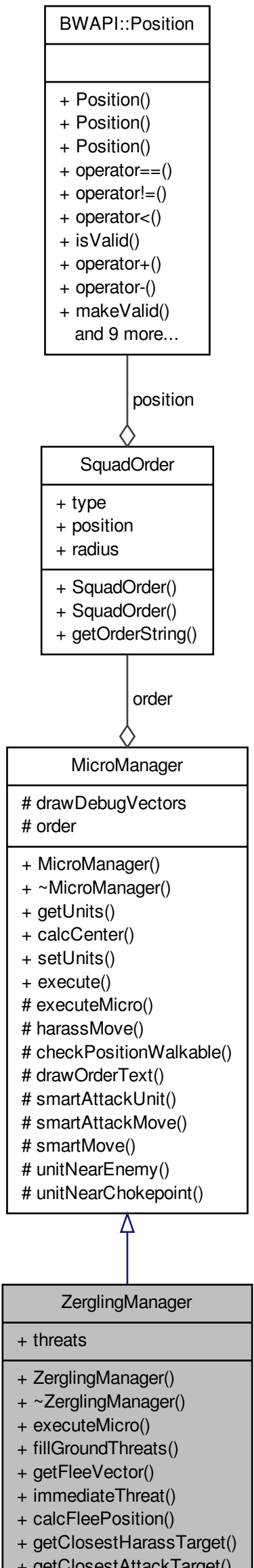
BWAPI::Position
+ Position()
+ Position()
+ Position()
+ operator==()
+ operator!=()
+ operator<()
+ isValid()
+ operator+()
+ operator-()
+ makeValid()
and 9 more...
position
SquadOrder
+ type
+ position
+ radius
+ SquadOrder()
+ SquadOrder()
+ getOrderString()
order
MicroManager
drawDebugVectors
order
+ MicroManager()
+ ~MicroManager()
+ getUnits()
+ calcCenter()
+ setUnits()
+ execute()
# executeMicro()
# harassMove()
# checkPositionWalkable()
# drawOrderText()
# smartAttackUnit()
# smartAttackMove()
# smartMove()
# unitNearEnemy()
# unitNearChokepoint()
ZerglingManager
+ threats
+ ZerglingManager()
+ ~ZerglingManager()
+ executeMicro()
+ fillGroundThreats()
+ getFleeVector()
+ immediateThreat()
+ calcFleePosition()
+ getClosestHarassTarget()
+ getClosestAttackTarget()