

BWAPI::Player
+ getID() + getName() + getUnits() + getRace() + getType() + getForce() + isAlly() + isEnemy() + isNeutral() + getStartLocation() - and 36 more...

BWAPI::Position
+ Position() + Position() + Position() + operator==() + operator!=() + operator<() + isValid() + operator+() + operator-() + makeValid() - and 9 more...

BWAPI::Unit
+ getID() + getPlayer() + getType() + getPosition() + getTilePosition() + getAngle() + getVelocityX() + getVelocityY() + getHitPoints() + getShields() - and 164 more...

player

position

unit

BWAPI::Event
+ type + position + text + unit + player + isWinner
+ Event() + operator==() + MatchStart() + MatchEnd() + MatchFrame() + MenuFrame() + SendText() + ReceiveText() + PlayerLeft() + NukeDetect() + UnitDiscover() + UnitEvade() - and 6 more...