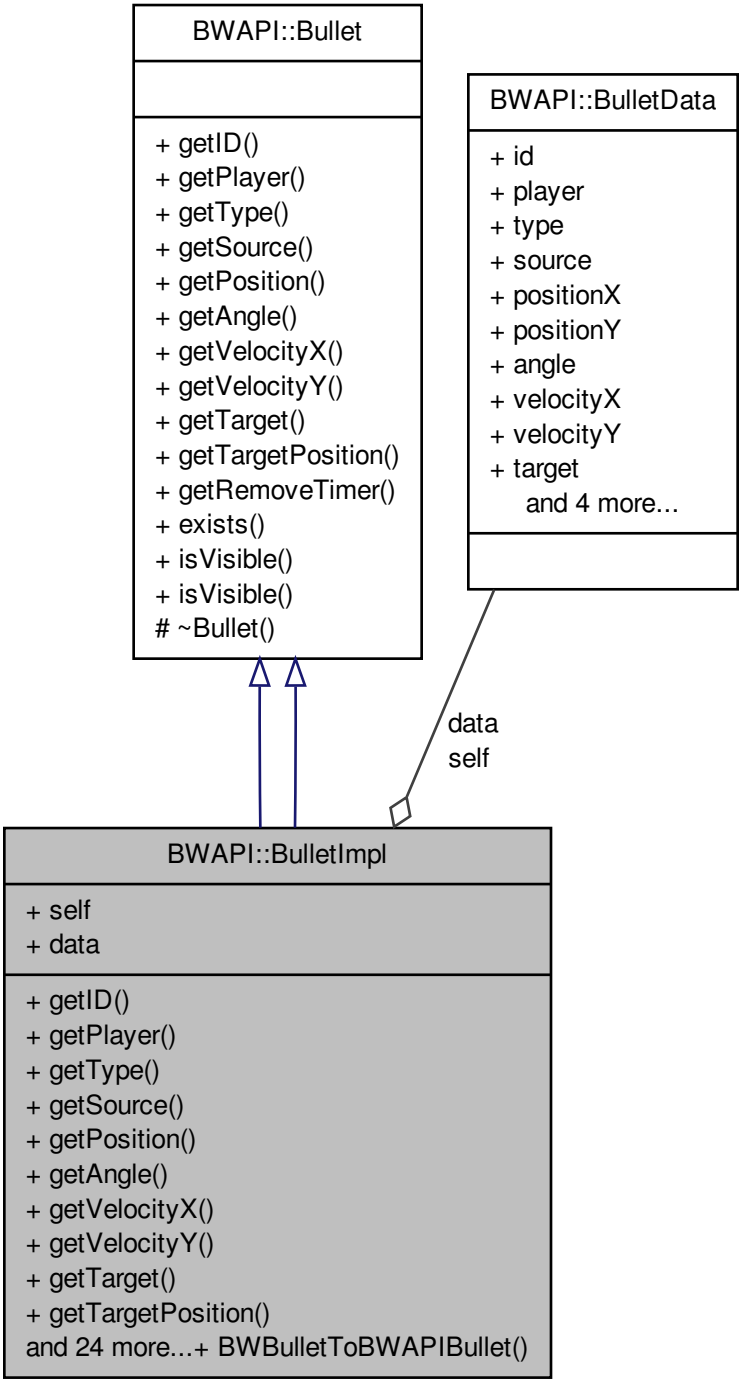
BWAPI::Bullet
+ getID()
+ getPlayer()
+ getType()
+ getSource()
+ getPosition()
+ getAngle()
+ getVelocityX()
+ getVelocityY()
+ getTarget()
+ getTargetPosition()
+ getRemoveTimer()
+ exists()
+ isVisible()
+ isVisible()
# ~Bullet()
BWAPI::BulletData
+ id
+ player
+ type
+ source
+ positionX
+ positionY
+ angle
+ velocityX
+ velocityY
+ target
and 4 more...
data
self
BWAPI::BulletImpl
+ self
+ data
+ getID()
+ getPlayer()
+ getType()
+ getSource()
+ getPosition()
+ getAngle()
+ getVelocityX()
+ getVelocityY()
+ getTarget()
+ getTargetPosition()
and 24 more...+ BWBulletToBWAPIBullet()