

BWAPI::Bullet

- + getID()
- + getPlayer()
- + getType()
- + getSource()
- + getPosition()
- + getAngle()
- + getVelocityX()
- + getVelocityY()
- + getTarget()
- + getTargetPosition()
- + getRemoveTimer()
- + exists()
- + isVisible()
- + isVisible()
- # ~Bullet()



BWAPI::BulletImpl

- + self
- + data

- + getID()
- + getPlayer()
- + getType()
- + getSource()
- + getPosition()
- + getAngle()
- + getVelocityX()
- + getVelocityY()
- + getTarget()
- + getTargetPosition()
- and 24 more...+ BWBulletToBWAPIBullet()