

## BWAPI::Force

+ getID()  
+ getName()  
+ getPlayers()  
# ~Force()



## BWAPI::ForceImpl

+ players  
+ name  
  
+ ForceImpl()  
+ getID()  
+ getName()  
+ getPlayers()  
+ setID()  
+ ForceImpl()  
+ getID()  
+ getName()  
+ getPlayers()