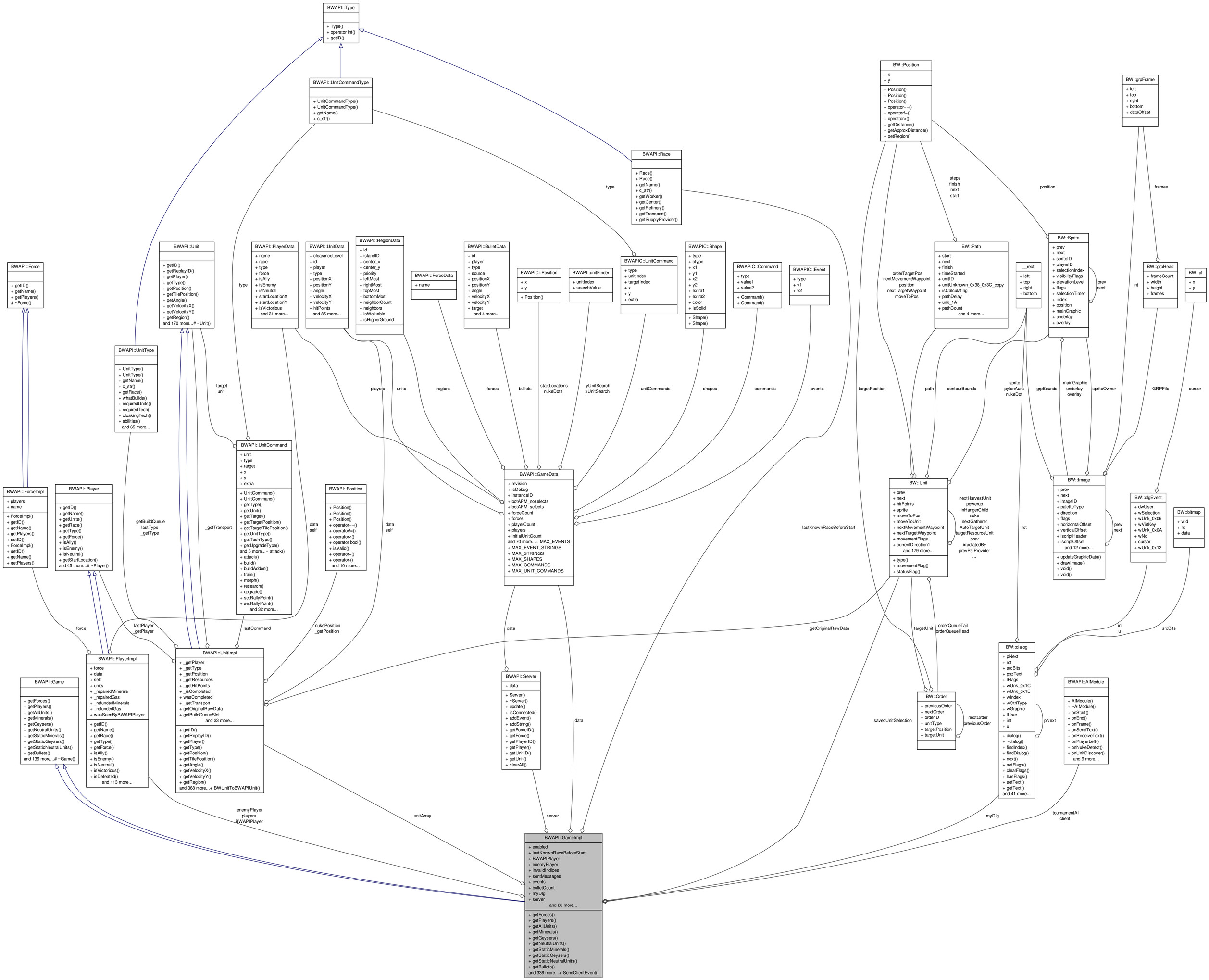
BWAPI::Type
+ Type()
+ operator int()
+ getID()
BWAPI::UnitCommandType
+ UnitCommandType()
+ UnitCommandType()
+ getName()
+ c_str()
BWAPI::Race
+ Race()
+ Race()
+ getName()
+ c_str()
+ getWorker()
+ getCenter()
+ getRefinery()
+ getTransport()
+ getSupplyProvider()
BW::Position
+ x
+ y
+ Position()
+ Position()
+ Position()
+ operator==()
+ operator!=()
+ operator<()
+ getDistance()
+ getApproxDistance()
+ getRegion()
BW::grpFrame
+ left
+ top
+ right
+ bottom
+ dataOffset
BWAPI::Force
+ getID()
+ getName()
+ getPlayers()
# ~Force()
BWAPI::Unit
+ getID()
+ getReplayID()
+ getPlayer()
+ getType()
+ getPosition()
+ getTilePosition()
+ getAngle()
+ getVelocityX()
+ getVelocityY()
+ getRegion()
and 170 more...# ~Unit()
BWAPI::PlayerData
+ name
+ race
+ type
+ force
+ isAlly
+ isEnemy
+ isNeutral
+ startLocationX
+ startLocationY
+ isVictorious
and 31 more...
BWAPI::UnitData
+ clearanceLevel
+ id
+ player
+ type
+ positionX
+ positionY
+ angle
+ velocityX
+ velocityY
+ hitPoints
and 85 more...
BWAPI::RegionData
+ id
+ isIslandID
+ center_x
+ center_y
+ priority
+ leftMost
+ rightMost
+ topMost
+ bottomMost
+ neighborCount
+ neighbors
+ isWalkable
+ isHigherGround
BWAPI::ForceData
+ name
BWAPI::BulletData
+ id
+ player
+ type
+ source
+ positionX
+ positionY
+ angle
+ velocityX
+ velocityY
+ target
and 4 more...
BWAPIC::Position
+ x
+ y
+ Position()
BWAPI::unitFinder
+ unitIndex
+ searchValue
BWAPIC::UnitCommand
+ type
+ unitIndex
+ targetIndex
+ x
+ y
+ extra
BWAPIC::Shape
+ type
+ ctype
+ x1
+ y1
+ x2
+ y2
+ extra1
+ extra2
+ color
+ isSolid
+ Shape()
+ Shape()
BWAPIC::Command
+ type
+ value1
+ value2
+ Command()
+ Command()
BWAPIC::Event
+ type
+ v1
+ v2
BW::Path
+ start
+ next
+ finish
+ timeStarted
+ unitID
+ unitUnknown_0x38_0x3C_copy
+ isCalculating
+ pathDelay
+ unk_1A
+ pathCount
and 4 more...
__rect
+ left
+ top
+ right
+ bottom
BW::Sprite
+ prev
+ next
+ spriteID
+ playerID
+ selectionIndex
+ visibilityFlags
+ elevationLevel
+ flags
+ selectionTimer
+ index
+ position
+ mainGraphic
+ underlay
+ overlay
BW::grpHead
+ frameCount
+ width
+ height
+ frames
BW::pt
+ x
+ y
BWAPI::UnitType
+ UnitType()
+ UnitType()
+ getName()
+ c_str()
+ getRace()
+ whatBuilds()
+ requiredUnits()
+ requiredTech()
+ cloakingTech()
+ abilities()
and 65 more...
BWAPI::UnitCommand
+ unit
+ type
+ target
+ x
+ y
+ extra
+ UnitCommand()
+ UnitCommand()
+ getType()
+ getUnit()
+ getTarget()
+ getTargetPosition()
+ getTargetTilePosition()
+ getUnitType()
+ getTechType()
+ getUpgradeType()
and 5 more...+ attack()
+ attack()
+ build()
+ buildAddon()
+ train()
+ morph()
+ research()
+ upgrade()
+ setRallyPoint()
+ setRallyPoint()
and 32 more...
BWAPI::ForceImpl
+ players
+ name
+ ForceImpl()
+ getID()
+ getName()
+ getPlayers()
+ setID()
+ ForceImpl()
+ getID()
+ getName()
+ getPlayers()
BWAPI::Player
+ getID()
+ getName()
+ getUnits()
+ getRace()
+ getType()
+ getForce()
+ isAlly()
+ isEnemy()
+ isNeutral()
+ getStartLocation()
and 45 more...# ~Player()
BWAPI::Position
+ Position()
+ Position()
+ Position()
+ operator==()
+ operator!=()
+ operator<()
+ operator bool()
+ isValid()
+ operator+()
+ operator-()
and 10 more...
BWAPI::GameData
+ revision
+ isDebug
+ instanceID
+ botAPM_noselects
+ botAPM_selects
+ forceCount
+ forces
+ playerCount
+ players
+ initialUnitCount
and 70 more...+ MAX_EVENTS
+ MAX_EVENT_STRINGS
+ MAX_STRINGS
+ MAX_SHAPES
+ MAX_COMMANDS
+ MAX_UNIT_COMMANDS
BW::Unit
+ prev
+ next
+ hitPoints
+ sprite
+ moveToPos
+ moveToUnit
+ nextMovementWaypoint
+ nextTargetWaypoint
+ movementFlags
+ currentDirection1
and 179 more...
+ type()
+ movementFlag()
+ statusFlag()
BW::Image
+ prev
+ next
+ imageID
+ paletteType
+ direction
+ flags
+ horizontalOffset
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+ iscriptOffset
and 12 more...
+ updateGraphicData()
+ drawImage()
+ void()
+ void()
BW::dlgEvent
+ dwUser
+ wSelection
+ wUnk_0x06
+ wVirtKey
+ wUnk_0x0A
+ wNo
+ cursor
+ wUnk_0x12
BW::bitmap
+ wid
+ ht
+ data
BWAPI::UnitImpl
+ _getPlayer
+ _getType
+ _getPosition
+ _getResources
+ _getHitPoints
+ _isCompleted
+ wasCompleted
+ _getTransport
+ getOriginalRawData
+ getBuildQueueSlot
and 23 more...
+ getID()
+ getReplayID()
+ getPlayer()
+ getType()
+ getPosition()
+ getTilePosition()
+ getAngle()
+ getVelocityX()
+ getVelocityY()
+ getRegion()
and 368 more...+ BWUnitToBWAPIUnit()
BWAPI::PlayerImpl
+ force
+ data
+ self
+ units
+ _repairedMinerals
+ _repairedGas
+ _refundedMinerals
+ _refundedGas
+ wasSeenByBWAPIPlayer
+ getID()
+ getName()
+ getRace()
+ getType()
+ getForce()
+ isAlly()
+ isEnemy()
+ isNeutral()
+ isVictorious()
+ isDefeated()
and 113 more...
BWAPI::Game
+ getForces()
+ getPlayers()
+ getAllUnits()
+ getMinerals()
+ getGeysers()
+ getNeutralUnits()
+ getStaticMinerals()
+ getStaticGeysers()
+ getStaticNeutralUnits()
+ getBullets()
and 136 more...# ~Game()
BWAPI::Server
+ data
+ Server()
+ ~Server()
+ update()
+ isConnected()
+ addEvent()
+ addString()
+ getForceID()
+ getForce()
+ getPlayerID()
+ getPlayer()
+ getUnitID()
+ getUnit()
+ clearAll()
BW::Order
+ previousOrder
+ nextOrder
+ orderID
+ unitType
+ targetPosition
+ targetUnit
BW::dialog
+ pNext
+ rct
+ srcBits
+ pszText
+ lFlags
+ wUnk_0x1C
+ wUnk_0x1E
+ wIndex
+ wCtrlType
+ wGraphic
+ lUser
+ int
+ u
+ dialog()
+ ~dialog()
+ findIndex()
+ findDialog()
+ next()
+ setFlags()
+ clearFlags()
+ hasFlags()
+ setText()
+ getText()
and 41 more...
BWAPI::AIModule
+ AIModule()
+ ~AIModule()
+ onStart()
+ onEnd()
+ onFrame()
+ onSendText()
+ onReceiveText()
+ onPlayerLeft()
+ onNukeDetect()
+ onUnitDiscover()
and 9 more...
BWAPI::GameImpl
+ enabled
+ lastKnownRaceBeforeStart
+ BWAPIPlayer
+ enemyPlayer
+ invalidIndices
+ sentMessages
+ events
+ bulletCount
+ myDlg
+ server
and 26 more...
+ getForces()
+ getPlayers()
+ getAllUnits()
+ getMinerals()
+ getGeysers()
+ getNeutralUnits()
+ getStaticMinerals()
+ getStaticGeysers()
+ getStaticNeutralUnits()
+ getBullets()
and 336 more...+ SendClientEvent()
type
type
target
unit
players
units
regions
forces
bullets
startLocations
nukeDots
yUnitSearch
xUnitSearch
unitCommands
shapes
commands
events
targetPosition
orderTargetPos
nextMovementWaypoint
position
nextTargetWaypoint
moveToPos
steps
finish
next
start
position
frames
int
path
contourBounds
sprite
pylonAura
nukeDot
grpBounds
mainGraphic
underlay
overlay
spriteOwner
GRPFile
cursor
prev
next
getBuildQueue
lastType
_getType
_getTransport
data
self
data
self
lastKnownRaceBeforeStart
nextHarvestUnit
powerup
inHangerChild
nuke
nextGatherer
AutoTargetUnit
targetResourceUnit
prev
irradiatedBy
prevPsiProvider
...
rct
prev
next
force
lastPlayer
_getPlayer
lastCommand
nukePosition
_getPosition
data
getOriginalRawData
targetUnit
orderQueueTail
orderQueueHead
int
u
srcBits
savedUnitSelection
nextOrder
previousOrder
pNext
enemyPlayer
players
BWAPIPlayer
unitArray
server
data
myDlg
tournamentAI
client