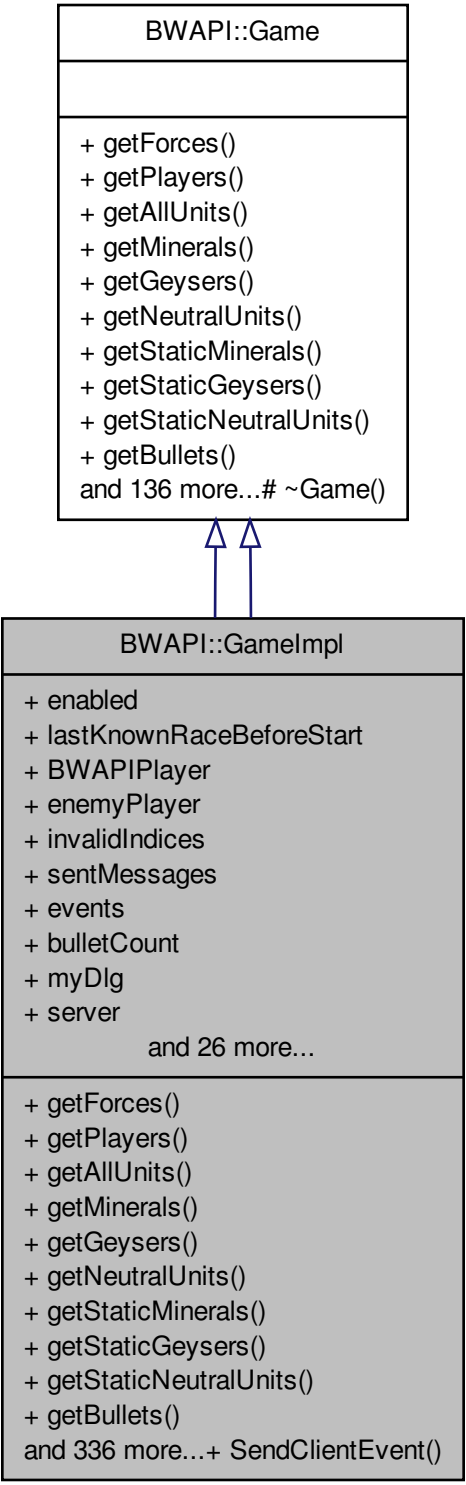
BWAPI::Game
+ getForces()
+ getPlayers()
+ getAllUnits()
+ getMinerals()
+ getGeysers()
+ getNeutralUnits()
+ getStaticMinerals()
+ getStaticGeysers()
+ getStaticNeutralUnits()
+ getBullets()
and 136 more...# ~Game()
BWAPI::GameImpl
+ enabled
+ lastKnownRaceBeforeStart
+ BWAPIPlayer
+ enemyPlayer
+ invalidIndices
+ sentMessages
+ events
+ bulletCount
+ myDlg
+ server
and 26 more...
+ getForces()
+ getPlayers()
+ getAllUnits()
+ getMinerals()
+ getGeysers()
+ getNeutralUnits()
+ getStaticMinerals()
+ getStaticGeysers()
+ getStaticNeutralUnits()
+ getBullets()
and 336 more...+ SendClientEvent()