

BWAPI::Player

+ getID()
+ getName()
+ getUnits()
+ getRace()
+ getType()
+ getForce()
+ isAlly()
+ isEnemy()
+ isNeutral()
+ getStartLocation()
and 45 more...# ~Player()



BWAPI::PlayerImpl

+ force
+ data
+ self
+ units
+ _repairedMinerals
+ _repairedGas
+ _refundedMinerals
+ _refundedGas
+ wasSeenByBWAPIPlayer

+ getID()
+ getName()
+ getRace()
+ getType()
+ getForce()
+ isAlly()
+ isEnemy()
+ isNeutral()
+ isVictorious()
+ isDefeated()

and 113 more...