

## BWAPI::Region

```
+ getID()
+ getRegionGroupID()
+ getCenter()
+ isHigherGround()
+ getDefensePriority()
+ isWalkable()
+ getNeighbors()
+ getBoundsLeft()
+ getBoundsTop()
+ getBoundsRight()
+ getBoundsBottom()
+ getClosestAccessibleRegion()
+ getClosestInaccessibleRegion()
+ getDistance()
# ~Region()
```



## BWAPI::RegionImpl

```
+ getID()
+ getRegionGroupID()
+ getCenter()
+ isHigherGround()
+ getDefensePriority()
+ isWalkable()
+ getNeighbors()
+ getBoundsLeft()
+ getBoundsTop()
+ getBoundsRight()
and 23 more...
```