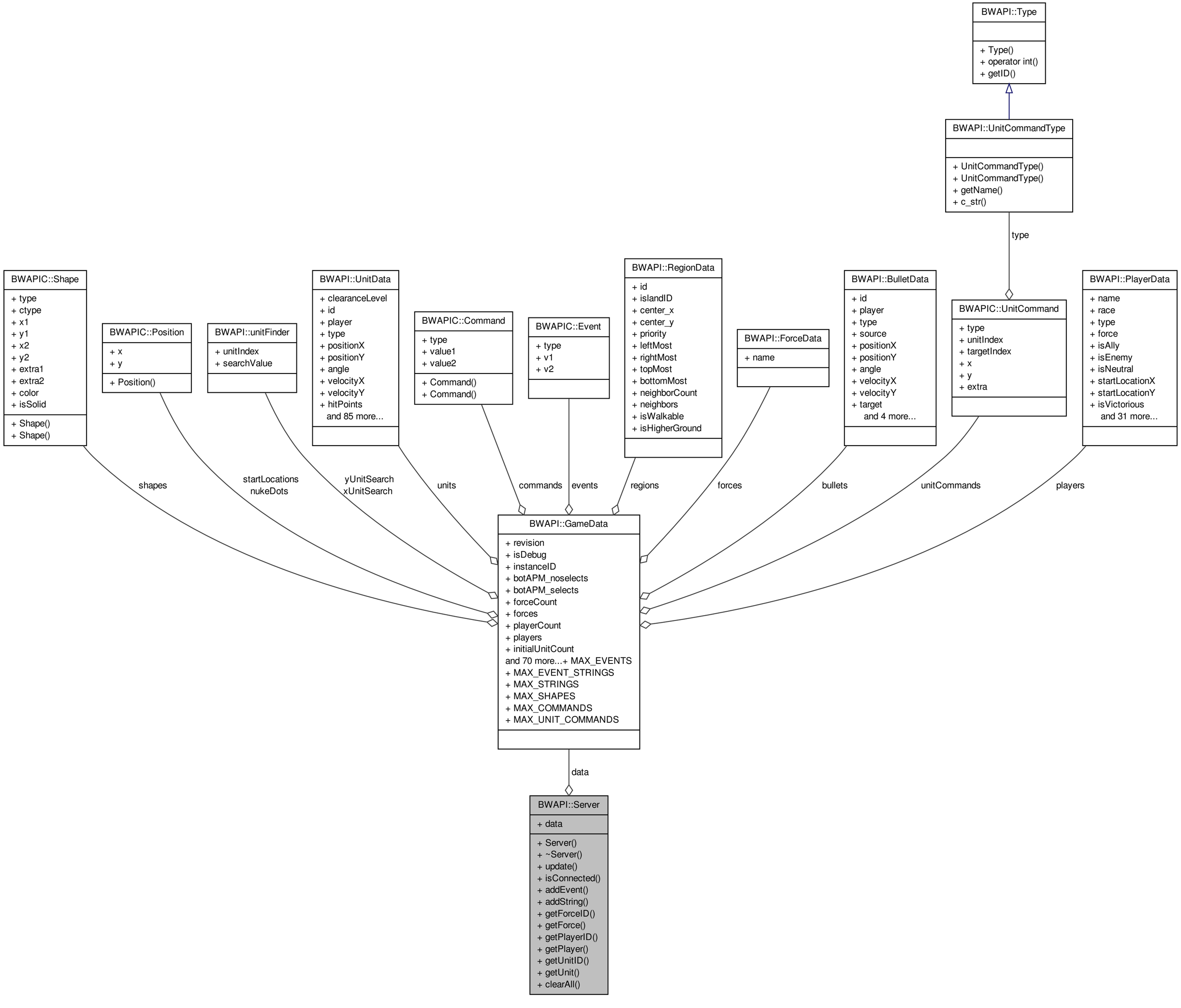
BWAPI::Type
+ Type()
+ operator int()
+ getID()
BWAPI::UnitCommandType
+ UnitCommandType()
+ UnitCommandType()
+ getName()
+ c_str()
type
BWAPIC::Shape
+ type
+ ctype
+ x1
+ y1
+ x2
+ y2
+ extra1
+ extra2
+ color
+ isSolid
+ Shape()
+ Shape()
BWAPIC::Position
+ x
+ y
+ Position()
BWAPI::unitFinder
+ unitIndex
+ searchValue
BWAPI::UnitData
+ clearanceLevel
+ id
+ player
+ type
+ positionX
+ positionY
+ angle
+ velocityX
+ velocityY
+ hitPoints
and 85 more...
BWAPIC::Command
+ type
+ value1
+ value2
+ Command()
+ Command()
BWAPIC::Event
+ type
+ v1
+ v2
BWAPI::RegionData
+ id
+ islandID
+ 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::UnitCommand
+ type
+ unitIndex
+ targetIndex
+ x
+ y
+ extra
BWAPI::PlayerData
+ name
+ race
+ type
+ force
+ isAlly
+ isEnemy
+ isNeutral
+ startLocationX
+ startLocationY
+ isVictorious
and 31 more...
shapes
startLocations
nukeDots
yUnitSearch
xUnitSearch
units
commands
events
regions
forces
bullets
unitCommands
players
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
data
BWAPI::Server
+ data
+ Server()
+ ~Server()
+ update()
+ isConnected()
+ addEvent()
+ addString()
+ getForceID()
+ getForce()
+ getPlayerID()
+ getPlayer()
+ getUnitID()
+ getUnit()
+ clearAll()