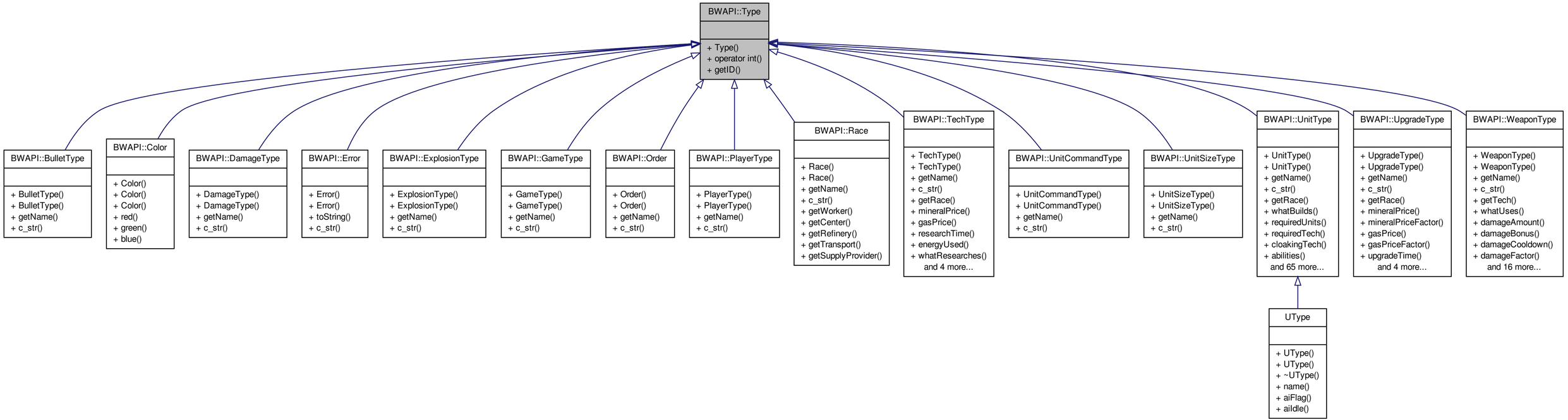
BWAPI::Type
+ Type()
+ operator int()
+ getID()
BWAPI::BulletType
+ BulletType()
+ BulletType()
+ getName()
+ c_str()
BWAPI::Color
+ Color()
+ Color()
+ Color()
+ red()
+ green()
+ blue()
BWAPI::DamageType
+ DamageType()
+ DamageType()
+ getName()
+ c_str()
BWAPI::Error
+ Error()
+ Error()
+ toString()
+ c_str()
BWAPI::ExplosionType
+ ExplosionType()
+ ExplosionType()
+ getName()
+ c_str()
BWAPI::GameType
+ GameType()
+ GameType()
+ getName()
+ c_str()
BWAPI::Order
+ Order()
+ Order()
+ getName()
+ c_str()
BWAPI::PlayerType
+ PlayerType()
+ PlayerType()
+ getName()
+ c_str()
BWAPI::Race
+ Race()
+ Race()
+ getName()
+ c_str()
+ getWorker()
+ getCenter()
+ getRefinery()
+ getTransport()
+ getSupplyProvider()
BWAPI::TechType
+ TechType()
+ TechType()
+ getName()
+ c_str()
+ getRace()
+ mineralPrice()
+ gasPrice()
+ researchTime()
+ energyUsed()
+ whatResearches()
and 4 more...
BWAPI::UnitCommandType
+ UnitCommandType()
+ UnitCommandType()
+ getName()
+ c_str()
BWAPI::UnitSizeType
+ UnitSizeType()
+ UnitSizeType()
+ getName()
+ c_str()
BWAPI::UnitType
+ UnitType()
+ UnitType()
+ getName()
+ c_str()
+ getRace()
+ whatBuilds()
+ requiredUnits()
+ requiredTech()
+ cloakingTech()
+ abilities()
and 65 more...
BWAPI::UpgradeType
+ UpgradeType()
+ UpgradeType()
+ getName()
+ c_str()
+ getRace()
+ mineralPrice()
+ mineralPriceFactor()
+ gasPrice()
+ gasPriceFactor()
+ upgradeTime()
and 4 more...
BWAPI::WeaponType
+ WeaponType()
+ WeaponType()
+ getName()
+ c_str()
+ getTech()
+ whatUses()
+ damageAmount()
+ damageBonus()
+ damageCooldown()
+ damageFactor()
and 16 more...
UType
+ UType()
+ UType()
+ ~UType()
+ name()
+ aiFlag()
+ aiIdle()