

BWAPI::Unit

+ getID()
+ getReplayID()
+ getPlayer()
+ getType()
+ getPosition()
+ getTilePosition()
+ getAngle()
+ getVelocityX()
+ getVelocityY()
+ getRegion()
and 170 more...# ~Unit()



BWAPI::UnitImpl

+ __getPlayer
+ __getType
+ __getPosition
+ __getResources
+ __getHitPoints
+ __isCompleted
+ wasCompleted
+ __getTransport
+ getOriginalRawData
+ getBuildQueueSlot
and 23 more...

+ getID()
+ getReplayID()
+ getPlayer()
+ getType()
+ getPosition()
+ getTilePosition()
+ getAngle()
+ getVelocityX()
+ getVelocityY()
+ getRegion()
and 368 more...+ BWUnitToBWAPIUnit()