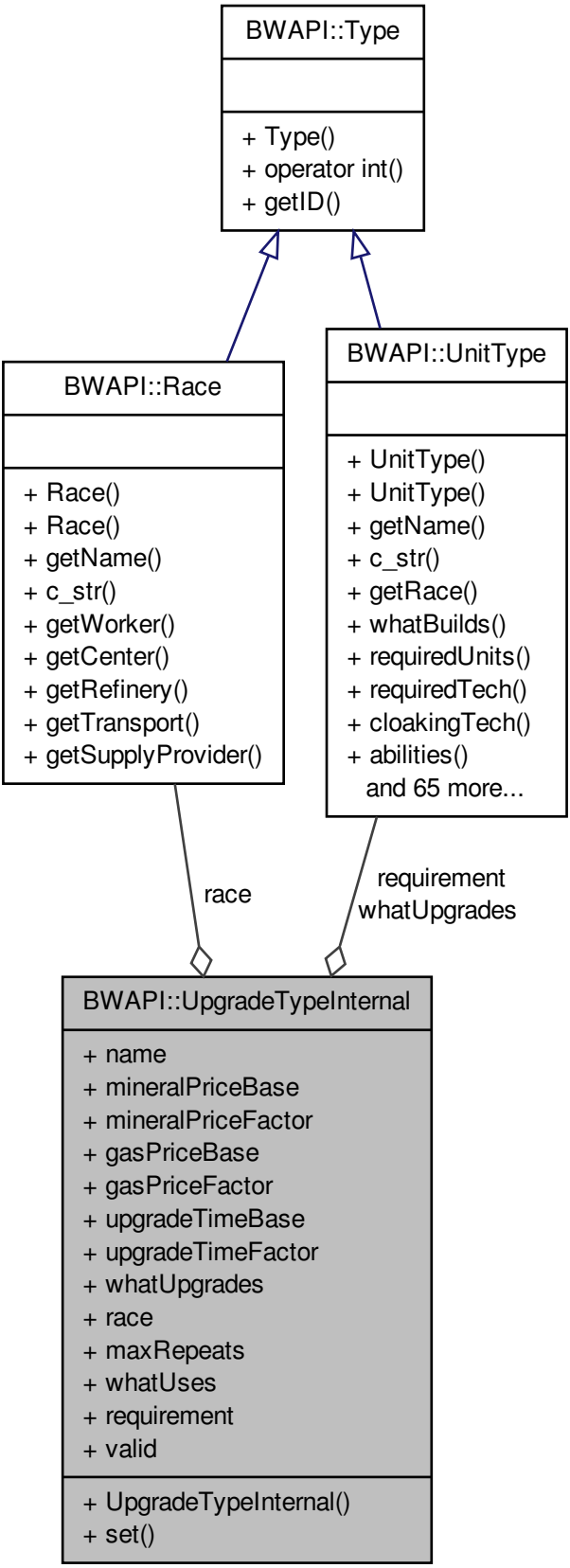
BWAPI::Type
+ Type()
+ operator int()
+ getID()
BWAPI::Race
+ Race()
+ Race()
+ getName()
+ c_str()
+ getWorker()
+ getCenter()
+ getRefinery()
+ getTransport()
+ getSupplyProvider()
BWAPI::UnitType
+ UnitType()
+ UnitType()
+ getName()
+ c_str()
+ getRace()
+ whatBuilds()
+ requiredUnits()
+ requiredTech()
+ cloakingTech()
+ abilities()
and 65 more...
race
requirement
whatUpgrades
BWAPI::UpgradeTypeInternal
+ name
+ mineralPriceBase
+ mineralPriceFactor
+ gasPriceBase
+ gasPriceFactor
+ upgradeTimeBase
+ upgradeTimeFactor
+ whatUpgrades
+ race
+ maxRepeats
+ whatUses
+ requirement
+ valid
+ UpgradeTypeInternal()
+ set()