

## BWAPI::Type

- + Type()
- + operator int()
- + getID()



## BWAPI::WeaponType

- + WeaponType()
- + WeaponType()
- + getName()
- + c\_str()
- + getTech()
- + whatUses()
- + damageAmount()
- + damageBonus()
- + damageCooldown()
- + damageFactor()
- and 16 more...