

## BWAPI::AIModule

- + AIModule()
- + ~AIModule()
- + onStart()
- + onEnd()
- + onFrame()
- + onSendText()
- + onReceiveText()
- + onPlayerLeft()
- + onNukeDetect()
- + onUnitDiscover()

and 9 more...



## BWScriptEmulator

- + onStart()
- + onEnd()
- + onFrame()
- + onSendText()
- + onReceiveText()
- + onPlayerLeft()
- + onNukeDetect()
- + onUnitDiscover()
- + onUnitEvade()
- + onUnitShow()

and 5 more...