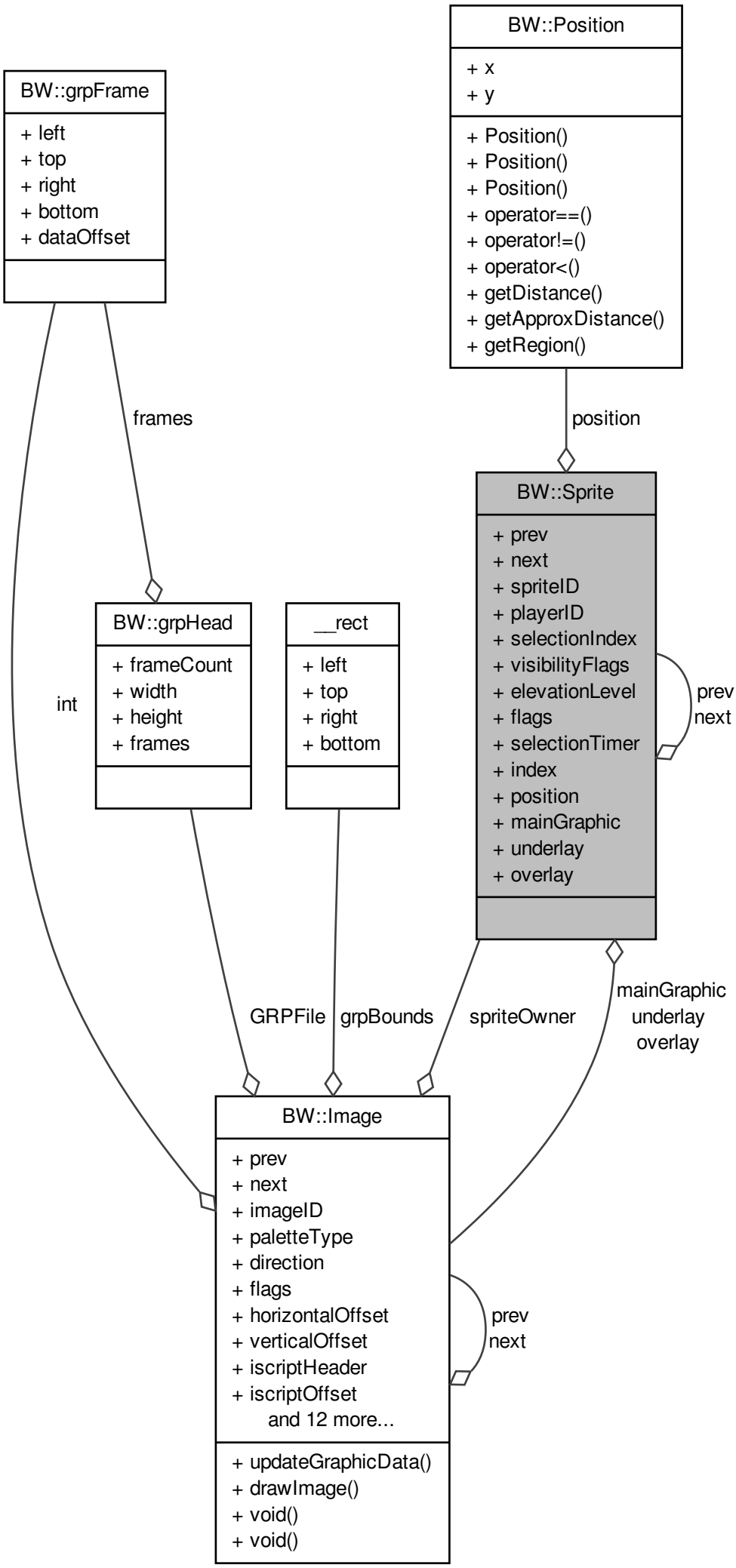
BW::Position
+ x
+ y
+ Position()
+ Position()
+ Position()
+ operator==()
+ operator!=()
+ operator<()
+ getDistance()
+ getApproxDistance()
+ getRegion()
BW::grpFrame
+ left
+ top
+ right
+ bottom
+ dataOffset
frames
position
BW::Sprite
+ prev
+ next
+ spriteID
+ playerID
+ selectionIndex
+ visibilityFlags
+ elevationLevel
+ flags
+ selectionTimer
+ index
+ position
+ mainGraphic
+ underlay
+ overlay
prev
next
BW::grpHead
+ frameCount
+ width
+ height
+ frames
int
__rect
+ left
+ top
+ right
+ bottom
GRPFile
grpBounds
spriteOwner
mainGraphic
underlay
overlay
BW::Image
+ prev
+ next
+ imageID
+ paletteType
+ direction
+ flags
+ horizontalOffset
+ verticalOffset
+ iscriptHeader
+ iscriptOffset
and 12 more...
+ updateGraphicData()
+ drawImage()
+ void()
+ void()
prev
next