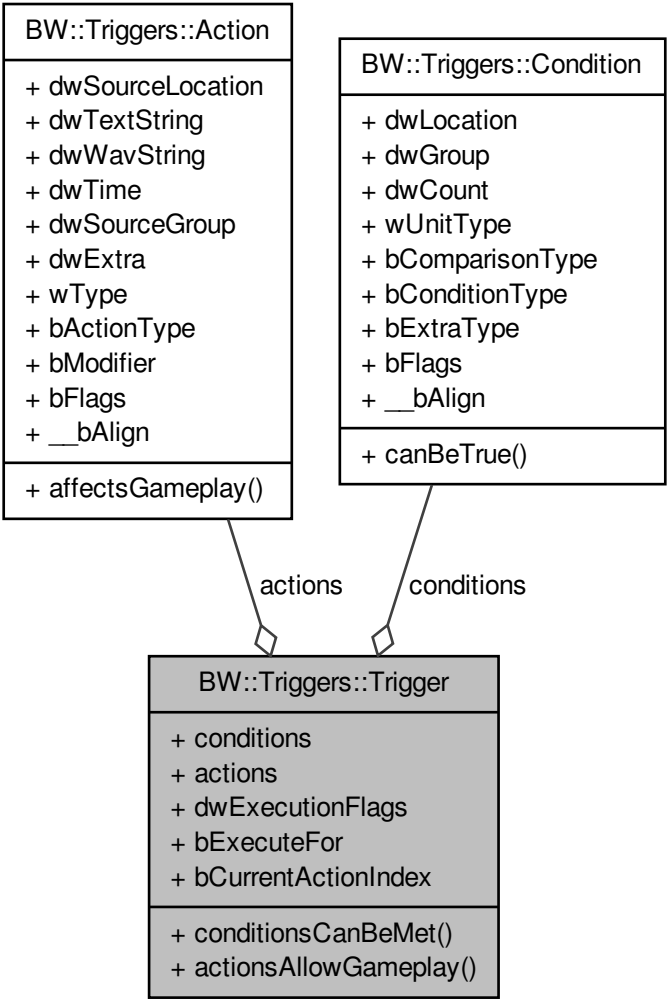
BW::Triggers::Action
+ dwSourceLocation
+ dwTextString
+ dwWavString
+ dwTime
+ dwSourceGroup
+ dwExtra
+ wType
+ bActionType
+ bModifier
+ bFlags
+ __bAlign
+ affectsGameplay()
BW::Triggers::Condition
+ dwLocation
+ dwGroup
+ dwCount
+ wUnitType
+ bComparisonType
+ bConditionType
+ bExtraType
+ bFlags
+ __bAlign
+ canBeTrue()
actions
conditions
BW::Triggers::Trigger
+ conditions
+ actions
+ dwExecutionFlags
+ bExecuteFor
+ bCurrentActionIndex
+ conditionsCanBeMet()
+ actionsAllowGameplay()