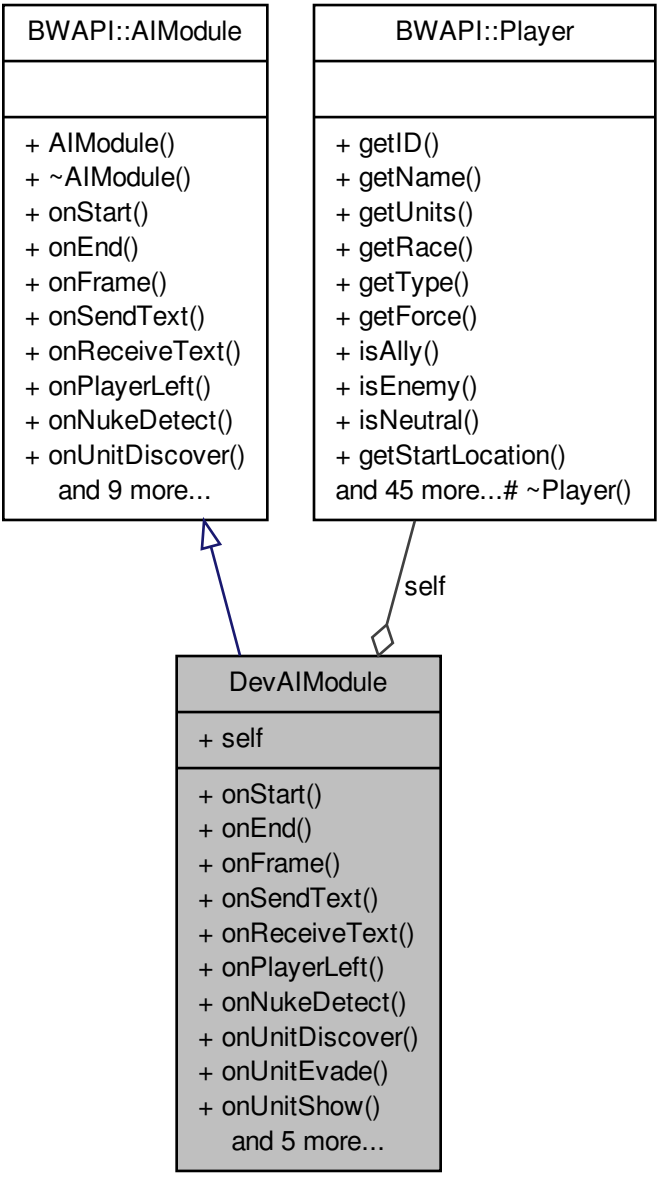
BWAPI::AIModule
+ AIModule()
+ ~AIModule()
+ onStart()
+ onEnd()
+ onFrame()
+ onSendText()
+ onReceiveText()
+ onPlayerLeft()
+ onNukeDetect()
+ onUnitDiscover()
and 9 more...
BWAPI::Player
+ getID()
+ getName()
+ getUnits()
+ getRace()
+ getType()
+ getForce()
+ isAlly()
+ isEnemy()
+ isNeutral()
+ getStartLocation()
and 45 more...# ~Player()
self
DevAIModule
+ self
+ onStart()
+ onEnd()
+ onFrame()
+ onSendText()
+ onReceiveText()
+ onPlayerLeft()
+ onNukeDetect()
+ onUnitDiscover()
+ onUnitEvade()
+ onUnitShow()
and 5 more...