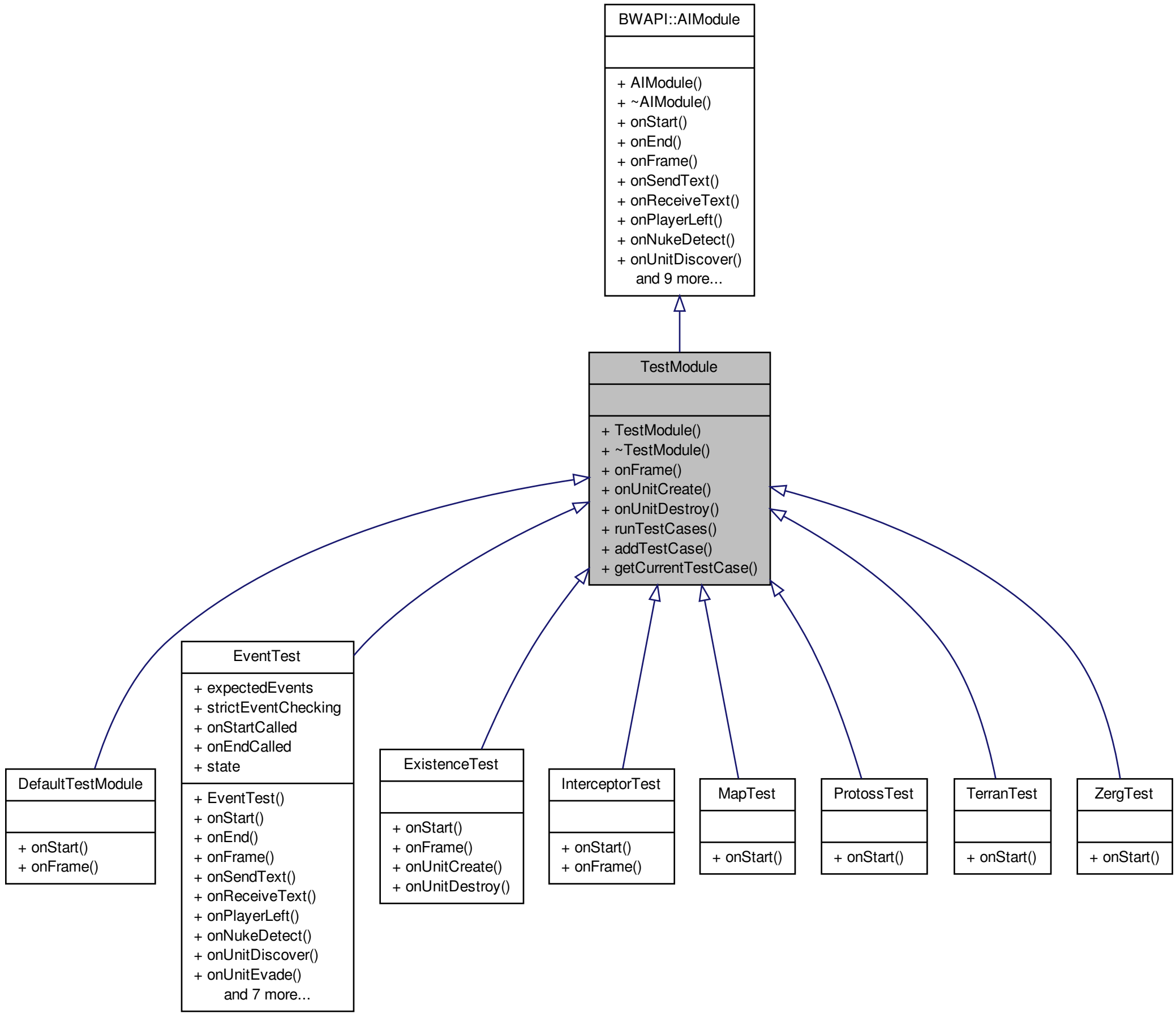
BWAPI::AIModule
+ AIModule()
+ ~AIModule()
+ onStart()
+ onEnd()
+ onFrame()
+ onSendText()
+ onReceiveText()
+ onPlayerLeft()
+ onNukeDetect()
+ onUnitDiscover()
and 9 more...
TestModule
+ TestModule()
+ ~TestModule()
+ onFrame()
+ onUnitCreate()
+ onUnitDestroy()
+ runTestCases()
+ addTestCase()
+ getCurrentTestCase()
DefaultTestModule
+ onStart()
+ onFrame()
EventTest
+ expectedEvents
+ strictEventChecking
+ onStartCalled
+ onEndCalled
+ state
+ EventTest()
+ onStart()
+ onEnd()
+ onFrame()
+ onSendText()
+ onReceiveText()
+ onPlayerLeft()
+ onNukeDetect()
+ onUnitDiscover()
+ onUnitEvade()
and 7 more...
ExistenceTest
+ onStart()
+ onFrame()
+ onUnitCreate()
+ onUnitDestroy()
InterceptorTest
+ onStart()
+ onFrame()
MapTest
+ onStart()
ProtossTest
+ onStart()
TerranTest
+ onStart()
ZergTest
+ onStart()