

BWAPI::Type

+ Type()
+ operator int()
+ getID()

BWAPI::UnitType

+ UnitType()
+ UnitType()
+ getName()
+ c_str()
+ getRace()
+ whatBuilds()
+ requiredUnits()
+ requiredTech()
+ cloakingTech()
+ abilities()
and 65 more...

UType

+ UType()
+ UType()
+ ~UType()
+ name()
+ aiFlag()
+ aildle()