

BWAPI::Position	BWAPI::Unit
<ul style="list-style-type: none"> + Position() + Position() + Position() + operator==() + operator!=() + operator<() + operator bool() + isValid() + operator+() + operator-() and 10 more... 	<ul style="list-style-type: none"> + getID() + getReplayID() + getPlayer() + getType() + getPosition() + getTilePosition() + getAngle() + getVelocityX() + getVelocityY() + getRegion() and 170 more...# ~Unit()

