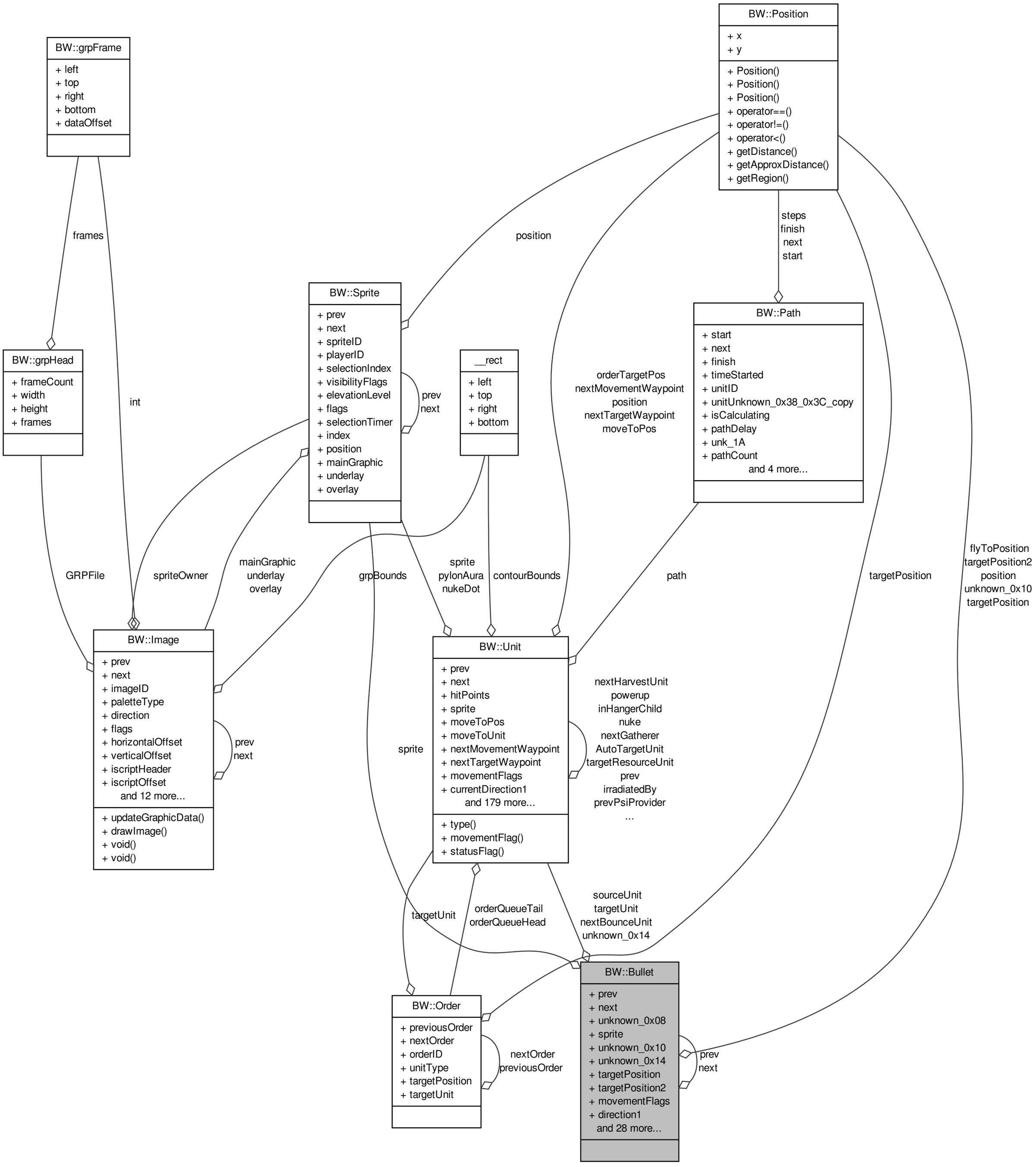
BW::grpFrame
+ left
+ top
+ right
+ bottom
+ dataOffset
BW::Position
+ x
+ y
+ Position()
+ Position()
+ Position()
+ operator==()
+ operator!=()
+ operator<()
+ getDistance()
+ getApproxDistance()
+ getRegion()
frames
position
steps
finish
next
start
BW::Sprite
+ prev
+ next
+ spriteID
+ playerID
+ selectionIndex
+ visibilityFlags
+ elevationLevel
+ flags
+ selectionTimer
+ index
+ position
+ mainGraphic
+ underlay
+ overlay
BW::Path
+ start
+ next
+ finish
+ timeStarted
+ unitID
+ unitUnknown_0x38_0x3C_copy
+ isCalculating
+ pathDelay
+ unk_1A
+ pathCount
and 4 more...
BW::grpHead
+ frameCount
+ width
+ height
+ frames
int
prev
next
__rect
+ left
+ top
+ right
+ bottom
orderTargetPos
nextMovementWaypoint
position
nextTargetWaypoint
moveToPos
GRPFile
spriteOwner
mainGraphic
underlay
overlay
grpBounds
sprite
pylonAura
nukeDot
contourBounds
path
targetPosition
flyToPosition
targetPosition2
position
unknown_0x10
targetPosition
BW::Image
+ prev
+ next
+ imageID
+ paletteType
+ direction
+ flags
+ horizontalOffset
+ verticalOffset
+ iscriptHeader
+ iscriptOffset
and 12 more...
+ updateGraphicData()
+ drawImage()
+ void()
+ void()
prev
next
sprite
BW::Unit
+ prev
+ next
+ hitPoints
+ sprite
+ moveToPos
+ moveToUnit
+ nextMovementWaypoint
+ nextTargetWaypoint
+ movementFlags
+ currentDirection1
and 179 more...
+ type()
+ movementFlag()
+ statusFlag()
nextHarvestUnit
powerup
inHangerChild
nuke
nextGatherer
AutoTargetUnit
targetResourceUnit
prev
irradiatedBy
prevPsiProvider
...
targetUnit
orderQueueTail
orderQueueHead
sourceUnit
targetUnit
nextBounceUnit
unknown_0x14
BW::Order
+ previousOrder
+ nextOrder
+ orderID
+ unitType
+ targetPosition
+ targetUnit
nextOrder
previousOrder
BW::Bullet
+ prev
+ next
+ unknown_0x08
+ sprite
+ unknown_0x10
+ unknown_0x14
+ targetPosition
+ targetPosition2
+ movementFlags
+ direction1
and 28 more...
prev
next