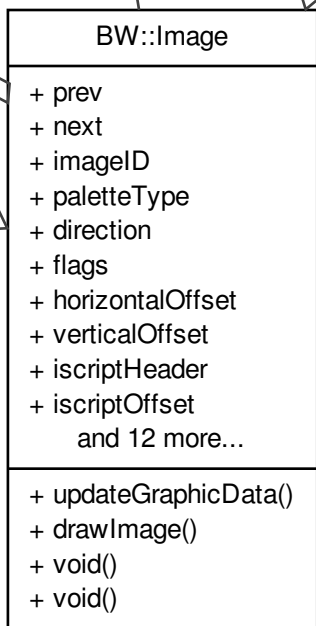
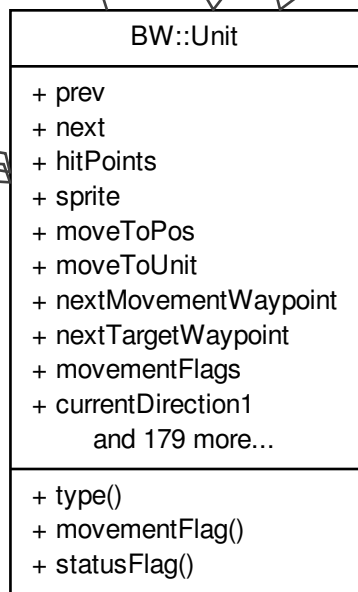
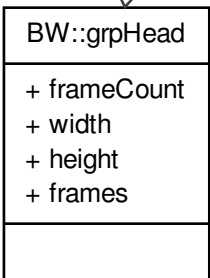
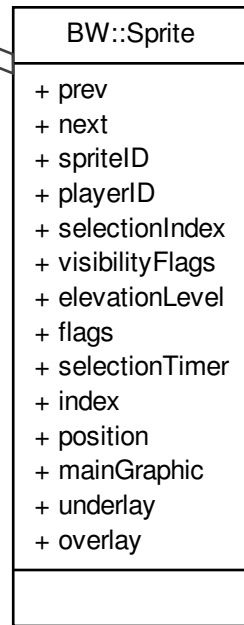
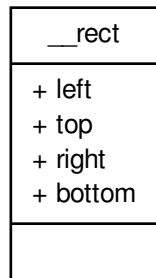
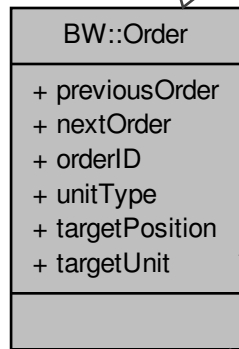
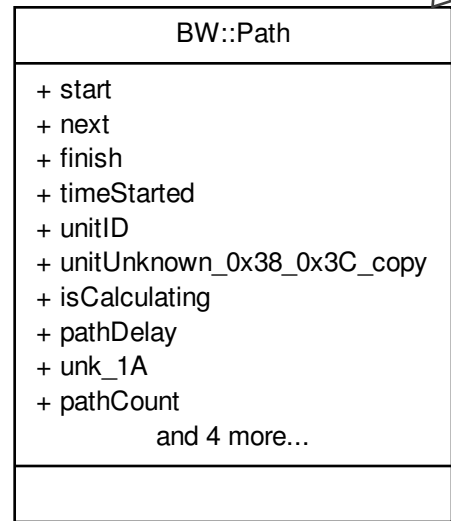
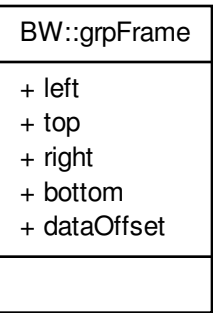
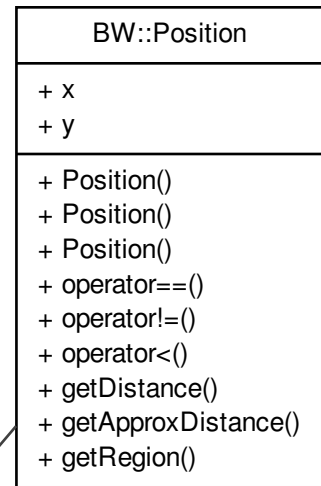




steps
finish
next
start

targetPosition

position

frames

int

nextOrder
previousOrder

orderTargetPos
nextMovementWaypoint
position
nextTargetWaypoint
moveToPos

prev
next

path

orderQueueTail
orderQueueHead

targetUnit

contourBounds

grpBounds

sprite
pylonAura
nukeDot

spriteOwner
mainGraphic
underlay
overlay

GRPFile

nextHarvestUnit
powerup
inHangerChild
nuke
nextGatherer
AutoTargetUnit
targetResourceUnit
prev
irradiatedBy
prevPsiProvider
...

prev
next