

## BW::Position

- + x
- + y

  

- + Position()
- + Position()
- + Position()
- + operator==()
- + operator!=()
- + operator<()
- + getDistance()
- + getApproxDistance()
- + getRegion()

position



## BW::baseLocation

- + position
- + mineralClusters
- + gasGeysers
- + isStartLocation
- + bFlags
- + remainingMinerals
- + remainingGas
- + unk\_10