

ghost::BuildOrderObjective  
::State

- + seconds
- + stockMineral
- + stockGas
- + mineralsBooked
- + gasBooked
- + mineralWorkers
- + gasWorkers
- + supplyUsed
- + supplyCapacity
- + numberBases
- + numberRefineries
- + numberPylons
- + resources
- + busy
- + inMove

- + State()
- + State()
- + reset()