Unite

ATK (int)	Price (int)	Last Time (int)
HP (int)	Level (int)	Location (int [2] [4])
Range (int)	Max Level (int)	State Life (enum2)
Armor (double)	Upgrade (int)	State War (enum3)
Size (int)	Type Unite (enum1)	Index (int)
Fast Second (double)	Target Type (array enum1)	

Get ATK ( ) (int)	Units within range ( ) (int index [ ])
Get Location ( ) (int [ ] [ ])	Tactic ( ) (void)
Get State Life ( ) (enum2)	Priority (int index [ ]) (int index)
Get State War ( ) (enum3)	Attack Command (int index) (void)
Set Location (int [ ] [ ]) (void)	Determine path ( ) (int location [ ] [ ])
Set Damage (int ATK) (void)	Path Command (int [ ] [ ]) (void)
Get Index ( ) _Set index (int)	Upgrade Command ( ) (void)