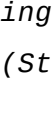


## SensorDecoder

```
[+]JSONArray getSensor(Sensors s)
[+]JSONArray getSensor(String sensorname)
[+]JsonObject toJson()
[+]JsonObject toJson(Sensors[] whichones)
[+]Map2DColor getFullZenitalVisual()
[+]Map2DColor getWorldMap()
[+]Ole toOle()
[+]Point3D getCourse(int i)
[+]Point3D getDestination()
[+]Point3D getGPS()
[+]Point3D getGPSComingPosition()
[+]Point3D getGPSMemory(int i)
[+]Point3D getTarget()
[+]Point3D[] getCourse()
[+]SimpleVector3D getGPSVector()
[+]SimpleVector3D getGPSVectorMemory(int old)
[+]String getCityBase()
[+]String getCityDestination()
[+]String getCommitment()
[+]String getMission()
[+]String getName()
[+]String getSessionid()
[+]String getStatus()
[+]String getTask()
[+]String getTeam()
[+]String getType()
[+]String printStatus(String requester)
[+]String printStatusExtended()
[+]String[] getCapabilities()
[+]String[] getCargo()
[+]String[] getPeople()
[+]String[] getSensorList()
[+]String[] getTrace()
[+]boolean getAlive()
[+]boolean getOnDestination()
[+]boolean getOntarget()
[+]boolean getStop()
[+]boolean loadWorldMap(Map2DColor map)
[+]boolean loadWorldMap(String name)
[+]boolean setWorldMap(String content)
[+]boolean setWorldMap(String content, int maxlevel)
[+]double get3DDistance()
[+]double getAbsoluteAngular()
[+]double getAbsoluteAngularTo(Point3D orig, Point3D dest)
[+]double getAbsoluteAngularTo(Point3D p)
[+]double getAltitude()
[+]double getAngular()
[+]double getDistance()
[+]double getPlaneDistance()
[+]double getRelativeAngular()
[+]double getRelativeAngularto(Point3D orig, int compass, Point3D dest)
[+]double getRelativeAngularto(Point3D p)
[+]double getTargetAbsoluteAngular()
[+]double getTargetDistance()
[+]double getTargetRelativeAngular()
[+]double[] fromJSONArray(JSONArray jsa)
[+]int containsCargo(String what)
[+]int findNextCourseIndex()
[+]int getAutonomy()
[+]int getBurnratemove()
[+]int getBurnrateread()
[+]int getCompass()
[+]int getCompassLeft()
[+]int getCompassRight()
[+]int getEnergy()
[+]int getEnergyburnt()
[+]int getGPSMemory(Point3D s)
[+]int getGPSMemorySize()
[+]int getGPSVectorMemory(SimpleVector3D s)
[+]int getGridDistance()
[+]int getGround()
[+]int getMaxcargo()
[+]int getMaxlevel()
[+]int getMaxslope()
[+]int getMinlevel()
[+]int getNSteps()
[+]int getNumsteps()
[+]int getOrientation()
[+]int getPayload()
[+]int getRange()
[+]int getStuck()
[+]int getTime()
[+]int getWorldHeight()
[+]int getWorldWidth()
[+]int sizeCourse()
[+]int[][] getAbsoluteLidar()
[+]int[][] getAbsoluteThermal()
[+]int[][] getAbsoluteVisual()
[+]int[][] getCourseData()
[+]int[][] getLidarData()
[+]int[][] getPolarCourse()
[+]int[][] getPolarLidar()
[+]int[][] getPolarThermal()
[+]int[][] getPolarVisual()
[+]int[][] getRelativeLidar()
[+]int[][] getRelativeThermal()
[+]int[][] getRelativeVisual()
[+]int[][] getThermalData()
[+]int[][] getVisualData()
[+]static JSONArray encodeValues(String s)
[+]static JSONArray encodeValues(String[] d)
[+]static JSONArray encodeValues(boolean b)
[+]static JSONArray encodeValues(double d)
[+]static JSONArray encodeValues(double[] d)
[+]void activateCourse()
[+]void addCapabilities(String Value)
[+]void addCargo(String Value)
[+]void addCourse(Point3D p)
[+]void addStatus(String Status)
[+]void addTrace(String Value)
[+]void cleanCourse()
[+]void encodeSensor(Sensors s, JSONArray reading)
[+]void encodeSensor(Sensors s, String value)
[+]void encodeSensor(Sensors s, String[] value)
[+]void encodeSensor(Sensors s, boolean value)
[+]void encodeSensor(Sensors s, double value)
[+]void encodeSensor(Sensors s, double[] value)
[+]void encodeSensor(String sensorname, JSONArray reading)
[+]void feedPerception(JsonObject jsoperception)
[+]void feedPerception(String content)
[+]void fromJson(JSONArray jsareading)
[+]void fromJson(JsonObject jsoreading)
[+]void fromOle(ArrayList<Ole> oreading)
[+]void nextCourse()
[+]void removeCapabilities(String Value)
[+]void removeCargo(String Value)
[+]void removeTrace(String Value)
[+]void setAlive(boolean Alive)
[+]void setAutonomy(int Autonomy)
[+]void setBurnratemove(int Burnratemove)
[+]void setBurnrateread(int Burnrateread)
[+]void setCapabilities(String[] Capabilities)
[+]void setCargo(String[] Cargo)
[+]void setCityBase(String Name)
[+]void setCityDestination(String Name)
[+]void setCommitment(String Commitment)
[+]void setCompass(int Compass)
[+]void setDestination(Point3D destination)
[+]void setEnergy(int Energy)
[+]void setEnergyburnt(int Energyburnt)
[+]void setGPS(Point3D GPS)
[+]void setGround(int Ground)
[+]void setMaxcargo(int Maxcargo)
[+]void setMaxlevel(int Maxlevel)
[+]void setMaxslope(int Maxslope)
[+]void setMinlevel(int Minlevel)
[+]void setMission(String Name)
[+]void setName(String Name)
[+]void setNumsteps(int Numsteps)
[+]void setOntarget(boolean Ontarget)
[+]void setPayload(int Payload)
[+]void setPeople(String[] People)
[+]void setRange(int Range)
[+]void setSessionid(String Sessionid)
[+]void setStatus(String Status)
[+]void setStop(boolean stop)
[+]void setTarget(Point3D Target)
[+]void setTask(String Name)
[+]void setTeam(String Team)
[+]void setTime(int Time)
[+]void setTrace(String[] Trace)
[+]void setType(String type)
```



## Environment

```
[+]Environment addThings(ArrayList<Thing> listT)
[+]Environment clone()
[+]Environment readInternalPerceptions()
[+]Environment setExternalObjects(String things)
[+]Environment setExternalPerceptions(String perceptions)
[+]Environment simulate(Choice a)
[+]Environment (Environment other)
[+]String getCurrentMission()
[+]String getCurrentTask()
[+]String getMissionName(int i)
[+]String nextTask()
[+]String[] getAllMissions()
[+]String[] getCityList()
[+]String[] getMissionTasks(String name)
[+]String[] getMissionTasks(int i)
[+]ThingSet getCensus()
[+]ThingSet getFullCadastre()
[+]boolean checkCurrentTask()
[+]boolean executeInternalAction(String action)
[+]boolean isCrashed()
[+]boolean isEnergyExhausted()
[+]boolean isEquivalentTo(Environment other)
[+]boolean isFreeFront()
[+]boolean isFreeFrontLeft()
[+]boolean isFreeFrontRight()
[+]boolean isFreeLeft()
[+]boolean isFreeRight()
[+]boolean isOverMission()
[+]boolean isOverTask()
[+]boolean isTargetAhead()
[+]boolean isTargetBack()
[+]boolean isTargetFront()
[+]boolean isTargetFrontLeft()
[+]boolean isTargetFrontRight()
[+]boolean isTargetLeft()
[+]boolean isTargetLeftmost()
[+]boolean isTargetRight()
[+]boolean isTargetRightmost()
[+]boolean loadWorld(String worldname, String name, Roles r, Sensors attach[])
[+]int getFrontGeneral(int[][] data)
[+]int getHereGeneral(int[][] data)
[+]int getLeftGeneral(int[][] data)
[+]int getLeftmostGeneral(int[][] data)
[+]int getLidarFront()
[+]int getLidarHere()
[+]int getLidarLeft()
[+]int getLidarLeftmost()
[+]int getLidarRight()
[+]int getLidarRightmost()
[+]int getNumMissions()
[+]int getRightGeneral(int[][] data)
[+]int getRightmostGeneral(int[][] data)
[+]int getThermalFront()
[+]int getThermalHere()
[+]int getThermalLeft()
[+]int getThermalLeftmost()
[+]int getThermalRight()
[+]int getThermalRightmost()
[+]int getVisualFront()
[+]int getVisualHere()
[+]int getVisualLeft()
[+]int getVisualLeftmost()
[+]int getVisualRight()
[+]int getVisualRightmost()
[+]int isMemoryGPS(Point3D current)
[+]int isMemoryGPSVector(SimpleVector3D current)
[+]int isMemoryVector()
[+]int[] getShortPolar()
[+]int[][] getAbsoluteGeneral(int[][] data)
[+]int[][] getPolarGeneral(int[][] data)
[+]int[][] getRelativeGeneral(int[][] data)
[+]int[][] getShortDistances()
[+]int[][] getShortGeneral(int[][] data)
[+]int[][] getShortLidar()
[+]int[][] getShortRadar()
[+]int[][] getShortVisual()
[+]void activateMission(String name)
[+]void activateMission(int i)
[+]void cache()
[+]void findCourseTo(Point3D dest)
```