

isFree(X Y R)/
R={IsFree X Y State}

note: StarFree calls IsFree in a
star around the coordinates, it
is used for the ia.

note: IsFree returns true if there is
nothing there, false if it's out of the
map and the trainerPortObject if
there is a trainer.

isStarFree(X Y R)/
R={StarFree X Y State}

TrainerList
State=[T1 T2 T3 ... Tn]

refresh/
Send refresh to all
trainers

trainerDied(I)/
Remove T1 from State

