

Robocode.AdvancedRobot*«static»***Utility**

+ Angle (x1 : double, y1 : double, x2 : double, y2 : double): double
+ Clamp (value : double, min : double, max : double): double
+ Clamp01 (value : double): double
+ LerpUnclamped (a : double, b : double, t : double): double
+ Lerp (a : double, b : double, t : double): double
+ Map (value : double, inMin : double, inMax : double, outMin : double, outMax : double): double
+ DistanceSquared (x1 : double, y1 : double, x2 : double, y2 : double): double
+ Distance (x1 : double, y1 : double, x2 : double, y2 : double): double

BTBot

+ blackboard: Blackboard = new Blackboard()
+ behaviorTrees: NodeBase [*] = new NodeBase[*]
- status: RobotStatus

+ BTBot ()
+ Execute ()
+ OnBattleEnded (evnt : BattleEndedEvent)
+ OnBulletHit (evnt : BulletHitEvent)
+ OnBulletHitBullet (evnt : BulletHitBulletEvent)
+ OnBulletMissed (evnt : BulletMissedEvent)
+ OnCustomEvent (evnt : CustomEvent)
+ OnDeath (evnt : DeathEvent)
+ OnHitByBullet (evnt : HitByBulletEvent)
+ OnHitRobot (evnt : HitRobotEvent)
+ OnHitWall (evnt : HitWallEvent)
+ OnPaint (graphics : IGraphics)
+ OnRobotDeath (evnt : RobotDeathEvent)
+ OnRoundEnded (evnt : RoundEndedEvent)
+ OnScannedRobot (evnt : ScannedRobotEvent)
+ OnSkippedTurn (evnt : SkippedTurnEvent)
+ OnStatus (evnt : StatusEvent)
+ OnWin (evnt : WinEvent)
+ Run ()