

# Introduction

# ProjectStack 〇〇〇〇



[CardTest](#)

[Game](#)

[Game.MetatypeMetadata](#)

[Game.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[Game.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[Game.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[Launcher](#)

[Launcher.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[Launcher.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[Launcher.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[Main](#)

[Main.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[Main.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[Main.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.