

## SpellNode

```
# x  
# y  
# z  
# connectedNodes  
# nowInTick  
# type
```

```
+ SpellNode()  
+ ~SpellNode()  
+ isEnergyNode()  
+ connectNode()  
+ tick()  
+ inTick()  
+ getDistance()  
+ getType()  
+ iterator()  
+ getConnectedNodes()  
+ getX()  
+ getY()  
+ getZ()  
+ write()  
+ read()  
# onTick()
```