

distance\_from\_rotate\_center=0, speed\_self=0, speed=0, opt\_pos=None)

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init\_(self, app, solarsystem, name, model, texture=None, scale=1, rotating\_around=None,

create(self)

rotate(self)

rotate\_task(self, task)

@ get\_node(self)

showTexture(self, bool)

destroy(self)