

Context

emptyWorld : boolean = false

Context(g : Game, seed : Long, executorService : BlocklibExecutorService)

+ getInstance() : Context

setupClientAndSinglePlayer() : void

+ getGame() : Game

+ *getWorldInteraction() : WorldInteraction*

+ *getEntityManager() : EntityManager*

+ getChunkManager() : ChunkManager

+ getEffectManager() : EffectManager

+ getChunkStorage() : ChunkStorage

+ getCamera() : Camera

+ ...()