

## 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

+ getFreeCameraController() : FreeFlyCameraController

+ getAudioManager() : AudioManager

+ getMetaInfoManager() : MetaInfoManager

+ getWorldGenerator() : WorldGenerator

+ getCaveGenerator() : CaveGenerator

+ getTextureAtlas() : ModelTexture

+ setTextureAtlas(textureAtlas : ModelTexture) : void

+ getLighting() : DayNightLighting

+ getFluidManager() : FluidManager

+ getActiveFluidManager() : ActiveFluidManager

+ getEventManager() : EventManager

+ getGraphManager() : GraphManager

+ getNewInventoryManager() : InventoryManager

+ getDisasterTrigger() : DisasterTrigger

+ setDisasterTrigger(t : DisasterTrigger) : void

+ getSeededDistributionManager() : SeededDistributionManager

+ getInteractableItemManager() : InteractableItemManager

+ getInteractiveltemManager() : InteractiveltemManager

+ getWorldItemManager() : WorldItemManager

+ getNpcObserverService() : NpcObserverService

+ getEnvironmentManager() : EnvironmentManager

+ getQuestManager() : QuestManager

+ getMainScheduler() : GameScheduler

+ getVegetationManager() : ChunkTickManager

+ getDebugManager() : DebugManager

+ isEmptyWorld() : boolean

+ setEmptyWorld(emptyWorld : boolean) : void

+ getBehavioralTreeManager() : BehavioralTreeManager

+ getBlockTypeRegistry() : BlockTypeRegistry

+ dispose() : void

+ getInputManager() : InputManager

+ getUIManager() : UIManager

+ getContextType() : ContextType

+ setContextType(contextType : ContextType) : void

+ getConsole() : Console

+ isConsoleOpened() : boolean