Package dev.robocode.tankroyale.botapi

Class DefaultEventPriority

java.lang.Object
    dev.robocode.tankroyale.botapi.DefaultEventPriority

```
public final class DefaultEventPriority
extends java.lang.Object
```

Default event priorities values. The higher value, the higher event priority. So the WonRoundEvent has the highest priority (150), and DeathEvent has the lowest priority (10).

Field Summary

Fields

Modifier and Type	Field	Description
static int	BOT_DEATH	Event priority for the BotDeathEvent
static int	BULLET_FIRED	Event priority for the BulletFiredEvent
static int	BULLET_HIT_BOT	Event priority for the BulletHitBotEvent
static int	BULLET_HIT_BULLET	Event priority for the BulletHitBulletEvent
static int	BULLET_HIT_WALL	Event priority for the BulletHitWallEvent
static int	CUSTOM	Event priority for the CustomEvent
static int	DEATH	Event priority for the DeathEvent
static int	HIT_BOT	Event priority for the HitBotEvent
static int	HIT_BY_BULLET	Event priority for the HitByBulletEvent
static int	HIT_WALL	Event priority for the HitWallEvent
static int	SCANNED_BOT	Event priority for the ScannedBotEvent
static int	SKIPPED_TURN	Event priority for the SkippedTurnEvent
static int	TEAM_MESSAGE	Event priority for the TeamMessageEvent.

Method Summary

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString,
wait, wait, wait
```

Field Detail

WON_ROUND

```
public static final int WON_ROUND
```

Event priority for the WonRoundEvent

See Also:

Constant Field Values

SKIPPED_TURN

```
public static final int SKIPPED_TURN
```

Event priority for the SkippedTurnEvent

See Also:

Constant Field Values

TICK

```
public static final int TICK
```

Event priority for the TickEvent

See Also:

public static final int CUSTOM

Event priority for the CustomEvent

See Also:

Constant Field Values

TEAM_MESSAGE

public static final int TEAM_MESSAGE

Event priority for the TeamMessageEvent.

See Also:

Constant Field Values

BOT_DEATH

public static final int BOT_DEATH

Event priority for the BotDeathEvent

See Also:

Constant Field Values

BULLET_HIT_WALL

public static final int BULLET_HIT_WALL

Event priority for the BulletHitWallEvent

See Also:

Constant Field Values

BULLET_HIT_BULLET

Constant Field Values

BULLET_HIT_BOT

`public static final int BULLET_HIT_BOT`

Event priority for the BulletHitBotEvent

See Also:

Constant Field Values

BULLET_FIRED

`public static final int BULLET_FIRED`

Event priority for the BulletFiredEvent

See Also:

Constant Field Values

HIT_BY_BULLET

`public static final int HIT_BY_BULLET`

Event priority for the HitByBulletEvent

See Also:

Constant Field Values

HIT_WALL

`public static final int HIT_WALL`

Event priority for the HitWallEvent

See Also:

Constant Field Values

Event priority for the HitBotEvent

See Also:

Constant Field Values

SCANNED_BOT

```
public static final int SCANNED_BOT
```

Event priority for the ScannedBotEvent

See Also:

Constant Field Values

DEATH

```
public static final int DEATH
```

Event priority for the DeathEvent

See Also:

Constant Field Values