



- 1- instantiate, start, join
- 2- instantiate
- 3- startOfOperation, appraiseSit, getAssaultPartyID, getRoomWithCanvasID, takeARest, collectACanvas, getCollectedCanvas
- 4- prepareAssaultParty, sumUpResults
- 5- sendAssaultParty
- 6- handACanvas
- 7- amINeeded, prepareExcursion
- 8- crawlIn, reverseDirection, crawlOut
- 9- rollACanvas
- 10- instantiate, isEmpty, read, write
- 11- instantiate, write, read, enough, isIn, nextOut
- 12- setRoomDistance, setTargetRoom, waitForThievesToBeReady, addThief
- 13- setThiefState
- 14- getThiefId, getTargetRoomID, getHasCanvas, setHasCanvas
- 15- setThiefState
- 16- setThiefState, setTargetRoomID, setAssaultPartyID, getThiefId
- 17- setThiefState
- 18- setThiefState, getThiefId, getCrawling, setCrawling, getAgility
- 19- getThiefId
- 20- instantiate, header, setroomdist, setPainting
- 21- putMasterState
- 22- putThiefState
- 23- setThiefsInAssault, changeposition
- 24- settargetroom, finish
- 25- changehasacanvas
- 26- instantiate, write, close