

+ virtual void OnMainAction
TimerTimeout()
+ virtual void OnMainAction
ObjectCollisionCheckAreaEntered
(Area2D area)
+ virtual void OnMainAction

+ abstract void _ActionProcess

(float delta)

(Area2D area)

+ static string GetTypeAsString (PlayerMainAction action) + static string GetTypeAsString Esp(PlayerMainAction action)

ObjectCollisionCheckAreaExited

- readonly int JETPACK
_JUMPFORCE
- readonly float JETPACK
_MAX_JUMP_TIME
- readonly int JETPACK
_MAX_FALL_SPEED
- bool onAutoJump

+ override void _Init()
+ override void _ActionReleased()
+ override void _ActionProcess

Jetpack

(float delta)
+ override void OnMainAction
ObjectCollisionCheckAreaEntered
(Area2D area)
+ override void OnMainAction

TimerTimeout()