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Global Object Space

- BasicObject::Object
- BasicObject
- Enumerator::Enumerator::Lazy
- Exception::File::FileError
- Exception::NoMemoryError
- Exception::ScriptError
- Exception::StandardError
- Exception::SystemStackError
- File::FileError::File::NoFileError

- File::FileError::File::PermissionError
- File::FileError::File::UnableToStat
- IO::File
- IOError::EOFError
- IndexError::KeyError
- IndexError::StopIteration
- Integer::Fixnum
- Module::Class
- NameError::NoMethodError
- Numeric::Float
- Numeric::Integer
- Object::Array
- Object::ControllerKeys
- Object::Controller
- Object::DragonRubyArgs
- Object::DragonRubyRoot
- Object::DragonRubyView
- Object::DragonRuby
- Object::Enumerator::Generator
- Object::Enumerator::Yielder
- Object::Enumerator
- Object::Exception
- Object::FFI::File
- Object::FFI::MRB
- Object::FFI::Misc
- Object::FalseClass
- Object::Fiber
- Object::FileTest
- Object::Grid
- Object::Hash
- Object::IO
- Object::Inputs
- Object::KeyboardKeys
- Object::Keyboard
- Object::Module
- Object::Mouse
- Object::NilClass
- Object::Numeric
- Object::ObjectMetadata
- Object::OpenStructLite
- Object::Outputs
- Object::Primitive
- Object::Proc
- Object::Random
- Object::Range
- Object::Sound

- Object::String
- Object::Struct
- Object::Symbol
- Object::Time
- Object::TrueClass
- Primitive::Border
- Primitive::Label
- Primitive::Line
- Primitive::Solid
- Primitive::Sprite
- RangeError::FloatDomainError
- RuntimeError::FrozenError
- ScriptError::LocalJumpError
- ScriptError::NotImplementedError
- ScriptError::SyntaxError
- StandardError::ArgumentError
- StandardError::FiberError
- StandardError::IOError
- StandardError::IndexError
- StandardError::Math::DomainError
- StandardError::NameError
- StandardError::RangeError
- StandardError::RegexpError
- StandardError::RuntimeError
- StandardError::TypeError

Short (excluding inherited methods)

Class: DragonRubyArgs

args

- destructure
- dragon
- dragon=
- game
- game=
- grid
- grid=
- initialize
- inputs
- inputs=
- outputs
- outputs=
- passes

- passes=
- serialize

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Class: DragonRuby

args.dragon

- args
- args=
- border_to_ffi
- borders
- calc_wrapper
- calcstringbox
- clear_draw_passes
- clear_draw_primitives
- clear_inputs
- current_framerate
- current_framerate_raw
- dequeue_sounds
- export!
- ffi_file
- ffi_misc
- ffi_mrb
- flattened_solids
- gridlines!
- has_toast?
- highlights
- init_args_if_needed
- initialize
- label_to_ffi
- labels
- line_to_ffi
- lines
- load_state
- next_keyboard_inputs_after_tick
- next_keyboard_inputs_before_tick
- passes
- pause!
- paused?
- pin_root_values
- primitive_to_ffi
- primitives

- queue_key_up
- render_height
- render_width
- require
- reset
- root
- root=
- save_state
- solid_to_ffi
- sprite_to_ffi
- sprites
- target
- text_font
- tick_core
- tick_speed_count
- tick_speed_count=
- tick_speed_sum
- tick_speed_sum=
- tick_toast
- toast!
- toast_labels
- toggle_gridlines!
- ungridlines!
- unpause!

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Class: DragonRubyRoot

args.dragon.root

- files_reloaded
- files_reloaded=
- framerate
- framerate=
- framerate_at
- framerate_at=
- gridline_color
- gridline_color=
- gridline_label_color
- gridline_label_color=
- gridline_label_spacing_x
- gridline_label_spacing_x=
- gridline_label_spacing_y

- `gridline_label_spacing_y=`
- `gridline_spacing_x`
- `gridline_spacing_x=`
- `gridline_spacing_y`
- `gridline_spacing_y=`
- `hash`
- `hash=`
- `initialize`
- `keyboard_focus`
- `keyboard_focus=`
- `mouse_focus`
- `mouse_focus=`
- `paused`
- `paused=`
- `reloaded_files`
- `reloaded_files=`
- `repl_enabled`
- `repl_enabled=`
- `repl_text_color`
- `repl_text_color=`
- `repl_text_font`
- `repl_text_font=`
- `show_gridlines`
- `show_gridlines=`
- `take_screenshot`
- `take_screenshot=`
- `tick_count`
- `tick_count=`
- `time_per_tick`
- `time_per_tick=`
- `toast_debounce`
- `toast_debounce=`
- `toast_message`
- `toast_message=`

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OpenStructLite for `args.game.new__entity` Methods of an entity object

`args.game.new__entity` Methods of an entity object

- `==`
- `__contains_array_indexers__`

- `__contains_array_indexers__=`
- `__get_hash_property__`
- `__meta__`
- `__reserved_keys__`
- `__set_hash_property__`
- `__touched__`
- `__touched__=`
- `attributes`
- `clear!`
- `created_at=`
- `created_at_elapsed`
- `entity_id`
- `entity_type=`
- `hash`
- `initialize`
- `inspect`
- `meta`
- `method_missing`
- `new_entity`
- `original_eq_eq`
- `set!`
- `to_s`
- `with_meta`

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Class: FFI::MRB

\$ffi

- `eval`
- `parse`
- `reload`

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Class: FFI::File

FFI::File

- `loadfile`
- `mtime`
- `storefile`

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OpenStructLite for args.game

args.game

- ==
- __contains_array_indexers__
- __contains_array_indexers__=
- __get_hash_property__
- __meta__
- __reserved_keys__
- __set_hash_property__
- __touched__
- __touched__=
- attributes
- clear!
- created_at_elapsed
- documenter_success
- entity_id
- hash
- initialize
- inspect
- meta
- method_missing
- new_entity
- original_eq_eq
- set!
- tick_count
- tick_count=
- to_s
- with_meta

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Class: Module

GC

- ===
- alias_method
- ancestors
- append_features

- attr
- attr_accessor
- attr_reader
- attr_writer
- class_eval
- class_exec
- class_variable_defined?
- class_variable_get
- class_variable_set
- class_variables
- const_defined?
- const_get
- const_missing
- const_set
- constants
- define_method
- disable
- dup
- enable
- extend_object
- extended
- generational_mode
- generational_mode=
- include
- include?
- included
- included_modules
- initialize
- inspect
- instance_methods
- interval_ratio
- interval_ratio=
- method_defined?
- method_removed
- module_eval
- module_exec
- module_function
- name
- prepend
- prepend_features
- prepended
- private
- protected
- public
- remove_class_variable
- remove_const

- `remove_method`
- `singleton_class?`
- `start`
- `step_ratio`
- `step_ratio=`
- `to_s`
- `undef_method`

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Class: `Grid`

`args.grid`

- `__print_origin_help`
- `bottom`
- `bottom=`
- `h`
- `h_half`
- `initialize`
- `left`
- `left=`
- `origin_bottom_left!`
- `origin_center!`
- `origin_x`
- `origin_x=`
- `origin_y`
- `origin_y=`
- `rect`
- `rect=`
- `right`
- `right=`
- `top`
- `top=`
- `transform_angle`
- `transform_rect`
- `transform_x`
- `transform_y`
- `w`
- `w_half`

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Class: Inputs

args.inputs

- controller_one
- controller_two
- controllers
- controllers=
- initialize
- keyboard
- keyboard=
- mouse
- mouse=
- serialize

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Class: DragonRubyView

\$layout

- __files_to_reload
- __highlights
- __init_mtimes
- __reload_if_needed
- __reload_repl_file
- __reload_ruby_file
- __repl_labels
- analog_to_perc
- append_buffer
- append_current_repl_code
- append_mini_buffer_code
- append_repl_code
- background_color
- black
- blink_cursor
- borders
- button_name_given_enum
- bye
- center_aligned
- char_with_shift
- color_with_perc_towards
- current_repl_code_index
- current_repl_code_index=
- dark_gray

- eval_or_create_main_rb
- exit_mini_buffer_if_needed
- ffi_file
- ffi_mrb
- font_med
- get_buffer
- get_current_repl_code
- get_mini_buffer_code
- get_repl_code
- gray
- green
- gridline_color
- gridline_label_color
- gridline_label_spacing_x
- gridline_label_spacing_y
- gridline_spacing_x
- gridline_spacing_y
- gridlines
- hide_repl
- highlights
- in_game_repl_labels
- in_game_repl_shown
- in_game_repl_shown=
- initialize
- key_down_in_game
- key_down_player_one
- key_down_player_two
- key_down_raw
- key_down_raw_repl
- key_down_raw_show_hide_mini_buffer
- key_down_raw_show_hide_repl
- key_held_player_one
- key_held_player_two
- key_held_raw
- key_in_game
- key_up_in_game
- key_up_player_one
- key_up_player_two
- key_up_raw
- keyboard_methods
- keyboard_methods_invalidate!
- labels
- labels_with_alpha
- left_aligned
- left_analog_x_player_1
- left_analog_x_player_2

- left_analog_y_player_1
- left_analog_y_player_2
- light_gray
- lines
- mini_buffer_enabled?
- mini_buffer_label
- mouse_move
- mouse_pressed
- mouse_up
- on_reload
- on_startup
- passes
- prepend_buffer
- prepend_current_repl_code
- pretty_print_exception_and_export!
- primitives
- print_help_when_mouse_clicked
- process_mini_buffer
- process_repl
- queue_flash
- queue_music
- queue_sound
- really_light_gray
- red
- render_height
- render_width
- repl_before_after_cursor
- repl_clear
- repl_code_labels
- repl_code_line
- repl_code_lines
- repl_cursor_down
- repl_cursor_index
- repl_cursor_key
- repl_cursor_left
- repl_cursor_location
- repl_cursor_location_shifted
- repl_cursor_right
- repl_cursor_up
- repl_cursor_width
- repl_dismissed
- repl_enabled?
- repl_eval_buffer
- repl_eval_mini_buffer
- repl_file_name
- repl_instructions

- repl_labels
- repl_line_numbers
- repl_load
- repl_ordinal_cursor
- repl_save
- repl_set_cursor
- repl_shown
- repl_text_color
- repl_text_font
- repl_tick
- right_aligned
- right_analog_x_player_1
- right_analog_x_player_2
- right_analog_y_player_1
- right_analog_y_player_2
- set_buffer
- set_current_repl_code
- set_key
- set_mini_buffer_code
- set_repl_code
- show_cursor?
- show_repl
- sounds
- sprites
- stop_music
- take_screenshot
- target
- text_color
- text_font
- textures
- textures=
- tick
- tick_flashes
- time_per_tick
- white
- window_keyboard_focus_changed
- window_mouse_focus_changed

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Class: Outputs

args.outputs

- all_borders
- all_labels
- all_lines
- all_primitives
- all_solids
- all_sounds
- all_sprites
- borders
- borders=
- clear
- height
- height=
- initialize
- labels
- labels=
- lines
- lines=
- primitives
- primitives=
- serialize
- solids
- solids=
- sounds
- sounds=
- sprites
- sprites=
- static_borders
- static_borders=
- static_labels
- static_labels=
- static_lines
- static_lines=
- static_primitives
- static_primitives=
- static_solids
- static_solids=
- static_sprites
- static_sprites=
- target
- target=
- tick
- width
- width=

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Class: Array

args.passes

- &
- *
- +
- -
- <<
- <=>
- ==
- []
- []=
- __ary_cmp
- __ary_eq
- __ary_index
- __sort_sub__
- __svalue
- _inspect
- a
- a=
- angle
- angle=
- angle_given_point
- append
- assoc
- at
- bottom
- bsearch
- bsearch_index
- center_inside_rect
- clear
- collect!
- combination
- compact
- compact!
- concat
- delete
- delete_at
- delete_if
- dig
- draw_primitive_marker?
- each
- each_index
- empty?
- eql?

- fetch
- fill
- first
- flatten
- flatten!
- flatten_tuples
- h
- h_half
- has_nested_arrays?
- height
- height_half
- index
- initialize
- initialize_copy
- insert
- inside_rect?
- inspect
- intersects_rect?
- join
- keep_if
- last
- left
- length
- map!
- pack
- pairs_to_hash
- path
- permutation
- point
- pop
- prepend
- product
- push
- rassoc
- rect
- rect_offset
- rect_shift_down
- rect_shift_left
- rect_shift_right
- rect_shift_up
- reject!
- reject_false
- reject_nil
- replace
- reverse
- reverse!

- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select!
- self_rect
- serialize
- shift
- shuffle
- shuffle!
- size
- slice
- slice!
- sort
- sort!
- text
- to_a_pairs
- to_ary
- to_h
- to_s
- top
- transpose
- uniq
- uniq!
- unshift
- values_at
- w
- w_half
- width
- width_half
- x
- x2
- x=
- y
- y2
- y=
- |

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Full (including inherited methods)

Class: DragonRubyArgs

args

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- block_given?
- caller
- class
- class_defined?
- clone
- define_singleton_method
- destructure
- dig
- dragon
- dragon=
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand

- format
- freeze
- frozen?
- game
- game=
- getc
- gets
- global_variables
- grid
- grid=
- hash
- here
- initialize
- initialize_copy
- inputs
- inputs=
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- outputs
- outputs=
- p
- passes
- passes=
- print
- printf
- private_methods

- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `remove_instance_variable`
- `respond_to?`
- `send`
- `serialize`
- `singleton_class`
- `singleton_methods`
- `sprintf`
- `srand`
- `tap`
- `then`
- `tick`
- `to_enum`
- `to_s`
- `yield_self`

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Class: `DragonRuby`

`args.dragon`

- `!`
- `!=`
- `!~`
- `==`
- `===`
- `Array`
- `Float`
- `Hash`
- `Integer`
- `String`
- `__caller_without_noise__`
- `__case_eqq`
- `__dragon_ruby_source_files__`

- `__dragon_ruby_string_contains_source_file_path__?`
- `__id__`
- `__method__`
- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `““““`
- `and`
- `args`
- `args=`
- `block_given?`
- `border_to_ffi`
- `borders`
- `calc_wrapper`
- `calcstringbox`
- `caller`
- `class`
- `class_defined?`
- `clear_draw_passes`
- `clear_draw_primitives`
- `clear_inputs`
- `clone`
- `current_framerate`
- `current_framerate_raw`
- `define_singleton_method`
- `dequeue_sounds`
- `dig`
- `dup`
- `enum_for`
- `eql?`
- `equal?`
- `export!`
- `extend`
- `fail`
- `fast_rand`
- `ffi_file`
- `ffi_misc`
- `ffi_mrb`
- `flattened_solids`
- `format`
- `freeze`
- `frozen?`
- `getc`
- `gets`

- global_variables
- gridlines!
- has_toast?
- hash
- here
- highlights
- init_args_if_needed
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- label_to_ffi
- labels
- lambda
- line_to_ffi
- lines
- load_state
- local_variables
- loop
- method_missing
- methods
- next_keyboard_inputs_after_tick
- next_keyboard_inputs_before_tick
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- passes
- pause!
- paused?
- pin_root_values
- primitive_to_ffi
- primitives
- print

- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `queue_key_up`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `remove_instance_variable`
- `render_height`
- `render_width`
- `require`
- `reset`
- `respond_to?`
- `root`
- `root=`
- `save_state`
- `send`
- `singleton_class`
- `singleton_methods`
- `solid_to_ffi`
- `sprintf`
- `sprite_to_ffi`
- `sprites`
- `srand`
- `tap`
- `target`
- `text_font`
- `then`
- `tick`
- `tick_core`
- `tick_speed_count`
- `tick_speed_count=`
- `tick_speed_sum`
- `tick_speed_sum=`
- `tick_toast`
- `to_enum`
- `to_s`
- `toast!`
- `toast_labels`
- `toggle_gridlines!`

- ungridlines!
- unpause!
- yield_self

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Class: DragonRubyRoot

args.dragon.root

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- block_given?
- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?

- extend
- fail
- fast_rand
- files_reloaded
- files_reloaded=
- format
- framerate
- framerate=
- framerate_at
- framerate_at=
- freeze
- frozen?
- getc
- gets
- global_variables
- gridline_color
- gridline_color=
- gridline_label_color
- gridline_label_color=
- gridline_label_spacing_x
- gridline_label_spacing_x=
- gridline_label_spacing_y
- gridline_label_spacing_y=
- gridline_spacing_x
- gridline_spacing_x=
- gridline_spacing_y
- gridline_spacing_y=
- hash
- hash=
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- keyboard_focus
- keyboard_focus=
- kind_of?

- `lambda`
- `local_variables`
- `loop`
- `method_missing`
- `methods`
- `mouse_focus`
- `mouse_focus=`
- `nil?`
- `numeric_or_default`
- `object_id`
- `open`
- `or`
- `p`
- `paused`
- `paused=`
- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `reloaded_files`
- `reloaded_files=`
- `remove_instance_variable`
- `repl_enabled`
- `repl_enabled=`
- `repl_text_color`
- `repl_text_color=`
- `repl_text_font`
- `repl_text_font=`
- `respond_to?`
- `send`
- `show_gridlines`
- `show_gridlines=`
- `singleton_class`
- `singleton_methods`
- `sprintf`
- `srand`
- `take_screenshot`

- take_screenshot=
- tap
- then
- tick
- tick_count
- tick_count=
- time_per_tick
- time_per_tick=
- to_enum
- to_s
- toast_debounce
- toast_debounce=
- toast_message
- toast_message=
- yield_self

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OpenStructLite for args.game.new__entity Methods of an entity object

args.game.new__entity Methods of an entity object

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __contains_array_indexers__
- __contains_array_indexers__=
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __get_hash_property__
- __id__
- __meta__
- __method__
- __pretty_print_exception__

- `__printstr__`
- `__reserved_keys__`
- `__send__`
- `__set_hash_property__`
- `__supports_ivars__?`
- `__touched__`
- `__touched__=`
- `_inspect`
- `““““`
- `and`
- `attributes`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `clear!`
- `clone`
- `created_at=`
- `created_at_elapsed`
- `define_singleton_method`
- `dig`
- `dup`
- `entity_id`
- `entity_type=`
- `enum_for`
- `eql?`
- `equal?`
- `extend`
- `fail`
- `fast_rand`
- `format`
- `freeze`
- `frozen?`
- `getc`
- `gets`
- `global_variables`
- `hash`
- `here`
- `initialize`
- `initialize_copy`
- `inspect`
- `instance_eval`
- `instance_exec`
- `instance_of?`
- `instance_variable_defined?`
- `instance_variable_get`

- `instance_variable_set`
- `instance_variables`
- `is_a?`
- `iterator?`
- `itself`
- `kind_of?`
- `lambda`
- `local_variables`
- `loop`
- `meta`
- `method_missing`
- `methods`
- `new_entity`
- `nil?`
- `numeric_or_default`
- `object_id`
- `open`
- `or`
- `original_eq_eq`
- `p`
- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `remove_instance_variable`
- `respond_to?`
- `send`
- `set!`
- `singleton_class`
- `singleton_methods`
- `sprintf`
- `srand`
- `tap`
- `then`
- `tick`
- `to_enum`
- `to_s`

- with_meta
- yield_self

[Top](#)

Class: FFI::MRB

\$ffi

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- block_given?
- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- eval

- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- hash
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- parse
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc

- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- reload
- remove_instance_variable
- respond_to?
- send
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- yield_self

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Class: FFI::File

FFI::File

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__

- `__supports_ivars__?`
- `_inspect`
- `““““`
- `and`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `clone`
- `define_singleton_method`
- `dig`
- `dup`
- `enum_for`
- `eql?`
- `equal?`
- `extend`
- `fail`
- `fast_rand`
- `format`
- `freeze`
- `frozen?`
- `getc`
- `gets`
- `global_variables`
- `hash`
- `here`
- `initialize`
- `initialize_copy`
- `inspect`
- `instance_eval`
- `instance_exec`
- `instance_of?`
- `instance_variable_defined?`
- `instance_variable_get`
- `instance_variable_set`
- `instance_variables`
- `is_a?`
- `iterator?`
- `itself`
- `kind_of?`
- `lambda`
- `loadfile`
- `local_variables`
- `loop`
- `method_missing`
- `methods`

- `mtime`
- `nil?`
- `numeric_or_default`
- `object_id`
- `open`
- `or`
- `p`
- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `remove_instance_variable`
- `respond_to?`
- `send`
- `singleton_class`
- `singleton_methods`
- `sprintf`
- `srand`
- `storefile`
- `tap`
- `then`
- `tick`
- `to_enum`
- `to_s`
- `yield_self`

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OpenStructLite for `args.game`

`args.game`

- `!`
- `!=`
- `!~`

- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __contains_array_indexers__
- __contains_array_indexers__=
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __get_hash_property__
- __id__
- __meta__
- __method__
- __pretty_print_exception__
- __printstr__
- __reserved_keys__
- __send__
- __set_hash_property__
- __supports_ivars__?
- __touched__
- __touched__=
- _inspect
- ““““
- and
- attributes
- block_given?
- caller
- class
- class_defined?
- clear!
- clone
- created_at_elapsed
- define_singleton_method
- dig
- documenter_success
- dup
- entity_id
- enum_for
- eql?
- equal?
- extend
- fail

- fast_rand
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- hash
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop
- meta
- method_missing
- methods
- new_entity
- nil?
- numeric_or_default
- object_id
- open
- or
- original_eq_eq
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc

- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- respond_to?
- send
- set!
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- tick_count
- tick_count=
- to_enum
- to_s
- with_meta
- yield_self

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Class: Module

GC

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__

- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `““““`
- `alias_method`
- `ancestors`
- `and`
- `append_features`
- `attr`
- `attr_accessor`
- `attr_reader`
- `attr_writer`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `class_eval`
- `class_exec`
- `class_variable_defined?`
- `class_variable_get`
- `class_variable_set`
- `class_variables`
- `clone`
- `const_defined?`
- `const_get`
- `const_missing`
- `const_set`
- `constants`
- `define_method`
- `define_singleton_method`
- `dig`
- `disable`
- `dup`
- `enable`
- `enum_for`
- `eql?`
- `equal?`
- `extend`
- `extend_object`
- `extended`
- `fail`
- `fast_rand`
- `format`
- `freeze`

- frozen?
- generational_mode
- generational_mode=
- getc
- gets
- global_variables
- hash
- here
- include
- include?
- included
- included_modules
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_methods
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- interval_ratio
- interval_ratio=
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop
- method_defined?
- method_missing
- method_removed
- methods
- module_eval
- module_exec
- module_function
- name
- nil?
- numeric_or_default
- object_id
- open
- or
- p

- `prepend`
- `prepend_features`
- `prepended`
- `print`
- `printf`
- `private`
- `private_methods`
- `proc`
- `protected`
- `protected_methods`
- `public`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `remove_class_variable`
- `remove_const`
- `remove_instance_variable`
- `remove_method`
- `respond_to?`
- `send`
- `singleton_class`
- `singleton_class?`
- `singleton_methods`
- `sprintf`
- `srand`
- `start`
- `step_ratio`
- `step_ratio=`
- `tap`
- `then`
- `tick`
- `to_enum`
- `to_s`
- `undef_method`
- `yield_self`

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Class: Grid

args.grid

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __print_origin_help
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- block_given?
- bottom
- bottom=
- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze

- frozen?
- getc
- gets
- global_variables
- h
- h_half
- hash
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- left
- left=
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- origin_bottom_left!
- origin_center!
- origin_x
- origin_x=
- origin_y
- origin_y=
- p
- print
- printf
- private_methods
- proc
- protected_methods

- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `rect`
- `rect=`
- `remove_instance_variable`
- `respond_to?`
- `right`
- `right=`
- `send`
- `serialize`
- `singleton_class`
- `singleton_methods`
- `sprintf`
- `srand`
- `tap`
- `then`
- `tick`
- `to_enum`
- `to_s`
- `top`
- `top=`
- `transform_angle`
- `transform_rect`
- `transform_x`
- `transform_y`
- `w`
- `w_half`
- `yield_self`

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Class: Inputs

`args.inputs`

- `!`
- `!=`
- `!~`

- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- block_given?
- caller
- class
- class_defined?
- clone
- controller_one
- controller_two
- controllers
- controllers=
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- hash
- here

- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- keyboard
- keyboard=
- kind_of?
- lambda
- local_variables
- loop
- method_missing
- methods
- mouse
- mouse=
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- respond_to?
- send
- serialize

- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- yield_self

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Class: DragonRubyView

\$layout

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __files_to_reload
- __highlights
- __id__
- __init_mtimes
- __method__
- __pretty_print_exception__
- __printstr__
- __reload_if_needed
- __reload_repl_file
- __reload_ruby_file
- __repl_labels
- __send__
- __supports_ivars__?

- `_inspect`
- `““““`
- `analog_to_perc`
- `and`
- `append_buffer`
- `append_current_repl_code`
- `append_mini_buffer_code`
- `append_repl_code`
- `background_color`
- `black`
- `blink_cursor`
- `block_given?`
- `borders`
- `button_name_given_enum`
- `bye`
- `caller`
- `center_aligned`
- `char_with_shift`
- `class`
- `class_defined?`
- `clone`
- `color_with_perc_towards`
- `current_repl_code_index`
- `current_repl_code_index=`
- `dark_gray`
- `define_singleton_method`
- `dig`
- `dup`
- `enum_for`
- `eql?`
- `equal?`
- `eval_or_create_main_rb`
- `exit_mini_buffer_if_needed`
- `extend`
- `fail`
- `fast_rand`
- `ffi_file`
- `ffi_mrb`
- `font_med`
- `format`
- `freeze`
- `frozen?`
- `get_buffer`
- `get_current_repl_code`
- `get_mini_buffer_code`
- `get_repl_code`

- `getc`
- `gets`
- `global_variables`
- `gray`
- `green`
- `gridline_color`
- `gridline_label_color`
- `gridline_label_spacing_x`
- `gridline_label_spacing_y`
- `gridline_spacing_x`
- `gridline_spacing_y`
- `gridlines`
- `hash`
- `here`
- `hide_repl`
- `highlights`
- `in_game_repl_labels`
- `in_game_repl_shown`
- `in_game_repl_shown=`
- `initialize`
- `initialize_copy`
- `inspect`
- `instance_eval`
- `instance_exec`
- `instance_of?`
- `instance_variable_defined?`
- `instance_variable_get`
- `instance_variable_set`
- `instance_variables`
- `is_a?`
- `iterator?`
- `itself`
- `key_down_in_game`
- `key_down_player_one`
- `key_down_player_two`
- `key_down_raw`
- `key_down_raw_repl`
- `key_down_raw_show_hide_mini_buffer`
- `key_down_raw_show_hide_repl`
- `key_held_player_one`
- `key_held_player_two`
- `key_held_raw`
- `key_in_game`
- `key_up_in_game`
- `key_up_player_one`
- `key_up_player_two`

- key_up_raw
- keyboard_methods
- keyboard_methods_invalidate!
- kind_of?
- labels
- labels_with_alpha
- lambda
- left_aligned
- left_analog_x_player_1
- left_analog_x_player_2
- left_analog_y_player_1
- left_analog_y_player_2
- light_gray
- lines
- local_variables
- loop
- method_missing
- methods
- mini_buffer_enabled?
- mini_buffer_label
- mouse_move
- mouse_pressed
- mouse_up
- nil?
- numeric_or_default
- object_id
- on_reload
- on_startup
- open
- or
- p
- passes
- prepend_buffer
- prepend_current_repl_code
- pretty_print_exception_and_export!
- primitives
- print
- print_help_when_mouse_clicked
- printf
- private_methods
- proc
- process_mini_buffer
- process_repl
- protected_methods
- public_methods
- purge_class

- puts
- putsc
- queue_flash
- queue_music
- queue_sound
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- really_light_gray
- red
- remove_instance_variable
- render_height
- render_width
- repl_before_after_cursor
- repl_clear
- repl_code_labels
- repl_code_line
- repl_code_lines
- repl_cursor_down
- repl_cursor_index
- repl_cursor_key
- repl_cursor_left
- repl_cursor_location
- repl_cursor_location_shifted
- repl_cursor_right
- repl_cursor_up
- repl_cursor_width
- repl_dismissed
- repl_enabled?
- repl_eval_buffer
- repl_eval_mini_buffer
- repl_file_name
- repl_instructions
- repl_labels
- repl_line_numbers
- repl_load
- repl_ordinal_cursor
- repl_save
- repl_set_cursor
- repl_shown
- repl_text_color
- repl_text_font
- repl_tick
- respond_to?
- right_aligned

- right_analog_x_player_1
- right_analog_x_player_2
- right_analog_y_player_1
- right_analog_y_player_2
- send
- set_buffer
- set_current_repl_code
- set_key
- set_mini_buffer_code
- set_repl_code
- show_cursor?
- show_repl
- singleton_class
- singleton_methods
- sounds
- sprintf
- sprites
- srand
- stop_music
- take_screenshot
- tap
- target
- text_color
- text_font
- textures
- textures=
- then
- tick
- tick_flashes
- time_per_tick
- to_enum
- to_s
- white
- window_keyboard_focus_changed
- window_mouse_focus_changed
- yield_self

[Top](#)

Class: Outputs

args.outputs

- !

- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- all_borders
- all_labels
- all_lines
- all_primitives
- all_solids
- all_sounds
- all_sprites
- and
- block_given?
- borders
- borders=
- caller
- class
- class_defined?
- clear
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand

- format
- freeze
- frozen?
- getc
- gets
- global_variables
- hash
- height
- height=
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- labels
- labels=
- lambda
- lines
- lines=
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- primitives
- primitives=
- print
- printf
- private_methods
- proc
- protected_methods

- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `remove_instance_variable`
- `respond_to?`
- `send`
- `serialize`
- `singleton_class`
- `singleton_methods`
- `solids`
- `solids=`
- `sounds`
- `sounds=`
- `sprintf`
- `sprites`
- `sprites=`
- `srand`
- `static_borders`
- `static_borders=`
- `static_labels`
- `static_labels=`
- `static_lines`
- `static_lines=`
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- `static_primitives=`
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Class: Array

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