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Short (excluding inherited methods)

Class: Object::DragonRubyArgs

args

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

- recording
- recording=
- render_target
- serialize
- state

Class: Object::DragonRuby

args.dragon

- args
- args=
- argv
- argv=
- border_to_ffi
- calc_wrapper
- calcstringbox
- check_framerate
- clear_draw_passes
- clear_draw_primitives
- clear_inputs
- cli_arguments
- console
- current_framerate
- current_framerate_raw
- dequeue_sounds
- disable_console
- enable_console
- export!
- ffi_file
- ffi_misc
- ffi_mrb
- flattened_solids
- help
- init_args_if_needed
- initialize
- input_history
- label_to_ffi
- line_to_ffi
- load_state
- log
- next_keyboard_inputs_after_tick

- `next_keyboard_inputs_before_tick`
- `passes`
- `pause!`
- `paused?`
- `pin_root_values`
- `primitive_to_ffi`
- `primitives`
- `queue_key_up`
- `quit!`
- `quit_requested?`
- `record_input_history`
- `recording`
- `render_height`
- `render_replay_mouse`
- `render_width`
- `request_quit`
- `require`
- `reset`
- `root`
- `root=`
- `save_state`
- `set_rng`
- `show_console`
- `solid_to_ffi`
- `sprite_to_ffi`
- `sprites`
- `stage_replay_values`
- `start!`
- `start_recording`
- `start_replay`
- `stop_recording`
- `stop_replay`
- `target`
- `text_font`
- `tick_console`
- `tick_core`
- `tick_speed_count`
- `tick_speed_count=`
- `tick_speed_sum`
- `tick_speed_sum=`
- `unpause!`

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Class: Object::DragonRubyRoot

args.dragon.root

- `files_reloaded`
- `files_reloaded=`
- `framerate`
- `framerate=`
- `framerate_at`
- `framerate_at=`
- `hash`
- `hash=`
- `initialize`
- `keyboard_focus`
- `keyboard_focus=`
- `mouse_focus`
- `mouse_focus=`
- `paused`
- `paused=`
- `reloaded_files`
- `reloaded_files=`
- `take_screenshot`
- `take_screenshot=`
- `tick_count`
- `tick_count=`
- `time_per_tick`
- `time_per_tick=`

Class: Object::OpenEntity

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=
- global_created_at=
- global_created_at_elapsed
- hash
- initialize
- inspect
- meta
- method_missing
- new?
- new_entity
- old?
- original_eq_eq
- set!
- to_s
- with_meta

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Class: Object::FFI::MRB

$ffi

- eval
- parse
- reload

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Class: Object::FFI::File

FFI::File

- loadfile
- mtime
- storefile

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Class: Object::OpenEntity

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
- documenter_success=
- entity_id
- global_created_at_elapsed
- hash
- initialize
- inspect
- meta
- method_missing
- new?
- new_entity
- old?
- original_eq_eq
- set!
- tick_count
- tick_count=
- to_s
- with_meta

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Class: Object::Module

GC

- ===
- alias_method
- ancestors
- append_features

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- 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

Class: Object::Grid

args.grid

- __print_origin_help
- bottom
- bottom=
- center_x
- center_x=
- center_y
- center_y=
- 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

Class: Object::IO

IO.new(IO.sysopen("/dev/tty", "w"), "w")

- <<
- _check_readable
- _read_buf
- close
- close_on_exec=
- close_on_exec?
- close_write
- closed?
- each
- each_byte
- each_char
- each_line
- eof
- eof?
- fileno
- flush
- getc
- gets
- hash
- initialize
- initialize_copy
- isatty
- pid
- pos
- pos=
- print
- printf
- puts
- read
- readchar
- readline
- readlines
- rewind
- seek
- sync
- sync=
- sysread
- sysseek

- syswrite
- tell
- to_i
- tty?
- ungetc
- write

Class: IO::File

File.open

- flock
- initialize
- mtime
- path
- path=

Class: Object::NilClass

$layout

- &
- ^
- __check_thrash__!
- background_color
- inspect
- method_missing
- nil?
- to_a
- to_f
- to_h
- to_i
- to_s
- |

Class: Object::Outputs

args.outputs

- all_borders
- all_labels
- all_lines
- all_primitives
- all_reserved
- all_solids
- all_sounds
- all_sprites
- borders
- borders=
- clear
- clear_non_static
- height
- height=
- initialize
- labels
- labels=
- lines
- lines=
- primitives
- primitives=
- reserved
- reserved=
- serialize
- solids
- solids=
- sounds
- sounds=
- sprites
- sprites=
- static_borders
- static_borders=
- static_labels
- static_labels=
- static_lines
- static_lines=
- static_primitives
- static_primitives=
- static_reserved
- static_reserved=
- static_solids
- static_solids=

- static_sprites
- static_sprites=
- target
- target=
- tick
- width
- width=

Class: Object::Array

args.passes

- &
- *
- +
- -
- <<
- <=>
- ==
- []
- []=
- __ary_cmp
- __ary_eq
- __ary_index
- __sort_sub__
- __svalue
- _inspect
- a
- a=
- angle
- angle=
- angle_given_point
- any_intersects_rect?
- 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!
- map_2d
- pack
- pairs_to_hash
- path
- permutation
- point
- pop
- prepend
- product

- push
- rassoc
- rect
- rect_offset
- rect_shift
- rect_shift_down
- rect_shift_left
- rect_shift_right
- rect_shift_up
- reject!
- reject_false
- reject_nil
- replace
- rest
- reverse
- reverse!
- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select!
- self_rect
- serialize
- shift
- shift_rect
- 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=
- |

Class: Object::Primitive

Primitive.new

Class: Primitive::Border

Border.new

- a
- a=
- b
- b=
- g
- g=
- h
- h=
- initialize
- r
- r=
- valid?
- validate!
- w
- w=
- x
- x=
- y
- y=

Class: Primitive::Label

Label.new

- a
- a=
- alignment_enum
- alignment_enum=
- b
- b=
- font
- font=
- g
- g=
- initialize
- r
- r=
- size_enum
- size_enum=
- text
- text=
- valid?
- validate!
- x
- x=
- y
- y=

Class: Primitive::Line

Line.new

- a
- a=
- b
- b=
- g
- g=
- initialize

- r
- r=
- x
- x2
- x2=
- x=
- y
- y2
- y2=
- y=

Class: Primitive::Solid

Solid.new

- a
- a=
- b
- b=
- g
- g=
- h
- h=
- initialize
- r
- r=
- valid?
- validate!
- w
- w=
- x
- x=
- y
- y=

Class: Primitive::Sprite

Sprite.new

- `a`
- `a=`
- `angle`
- `angle=`
- `b`
- `b=`
- `dpx`
- `dpx=`
- `dpy`
- `dpy=`
- `fliphorz`
- `fliphorz=`
- `flipvert`
- `flipvert=`
- `g`
- `g=`
- `h`
- `h=`
- `initialize`
- `path`
- `path=`
- `r`
- `r=`
- `sh`
- `sh=`
- `sw`
- `sw=`
- `sx`
- `sx=`
- `sy`
- `sy=`
- `w`
- `w=`
- `x`
- `x=`
- `y`
- `y=`

Class: Object::Inputs

args.inputs

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

Class: Object::Controller

args.inputs.controller_one

- clear
- initialize
- key_down
- key_down=
- key_held
- key_held=
- key_up
- key_up=
- left_analog_x_perc
- left_analog_x_perc=
- left_analog_x_raw
- left_analog_x_raw=
- left_analog_y_perc
- left_analog_y_perc=
- left_analog_y_raw
- left_analog_y_raw=
- left_right
- left_right=
- right_analog_x_perc
- right_analog_x_perc=
- right_analog_x_raw
- right_analog_x_raw=
- right_analog_y_perc

- right_analog_y_perc=
- right_analog_y_raw
- right_analog_y_raw=
- serialize
- up_down
- up_down=

Class: Object::Controller

args.inputs.controller_two

- clear
- initialize
- key_down
- key_down=
- key_held
- key_held=
- key_up
- key_up=
- left_analog_x_perc
- left_analog_x_perc=
- left_analog_x_raw
- left_analog_x_raw=
- left_analog_y_perc
- left_analog_y_perc=
- left_analog_y_raw
- left_analog_y_raw=
- left_right
- left_right=
- right_analog_x_perc
- right_analog_x_perc=
- right_analog_x_raw
- right_analog_x_raw=
- right_analog_y_perc
- right_analog_y_perc=
- right_analog_y_raw
- right_analog_y_raw=
- serialize
- up_down
- up_down=

Class: Object::Array

args.inputs.controllers

- &
- *
- +
- -
- <<
- <=>
- ==
- []
- []=
- __ary_cmp
- __ary_eq
- __ary_index
- __sort_sub__
- __svalue
- _inspect
- a
- a=
- angle
- angle=
- angle_given_point
- any_intersects_rect?
- 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!
- map_2d
- pack
- pairs_to_hash
- path
- permutation
- point
- pop
- prepend
- product
- push
- rassoc
- rect
- rect_offset
- rect_shift
- rect_shift_down
- rect_shift_left
- rect_shift_right
- rect_shift_up

- reject!
- reject_false
- reject_nil
- replace
- rest
- reverse
- reverse!
- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select!
- self_rect
- serialize
- shift
- shift_rect
- 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=
- |

Class: Object::Keyboard

args.inputs.keyboard

- `clear`
- `down`
- `has_focus`
- `has_focus=`
- `initialize`
- `inspect`
- `key_down`
- `key_down=`
- `key_held`
- `key_held=`
- `key_up`
- `key_up=`
- `left`
- `left_right`
- `right`
- `serialize`
- `to_s`
- `up`
- `up_down`

Class: Object::Mouse

args.inputs.mouse

- `clear`
- `click`
- `click=`
- `down`
- `has_focus`
- `has_focus=`
- `initialize`
- `moved`

- moved=
- moved_at
- moved_at=
- moved_at_time
- moved_at_time=
- position
- previous_click
- previous_click=
- serialize
- up
- up=
- x
- x=
- y
- y=

Top

Full (including inherited methods)

Class: Object::DragonRubyArgs

args

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

- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `"""`
- `and`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `clear_render_targets`
- `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`
- `help`
- `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
- original_puts
- outputs
- outputs=
- p
- passes
- passes=
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- recording
- recording=
- remove_instance_variable
- render_target
- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- sprintf

- srand
- state
- tap
- then
- tick
- to_enum
- to_s
- yield_self

Class: Object::DragonRuby

args.dragon

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- """"
- and
- args
- args=
- argv
- argv=

- block_given?
- border_to_ffi
- calc_wrapper
- calcstringbox
- caller
- check_framerate
- class
- class_defined?
- clear_draw_passes
- clear_draw_primitives
- clear_inputs
- cli_arguments
- clone
- console
- current_framerate
- current_framerate_raw
- define_singleton_method
- dequeue_sounds
- dig
- disable_console
- dup
- enable_console
- enum_for
- eql?
- equal?
- export!
- extend
- fail
- fast_rand
- ffi_file
- ffi_misc
- ffi_mrb
- flattened_solids
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- hash
- help
- here
- init_args_if_needed
- initialize
- initialize_copy
- input_history

- 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
- lambda
- line_to_ffi
- load_state
- local_variables
- log
- loop
- method_missing
- methods
- next_keyboard_inputs_after_tick
- next_keyboard_inputs_before_tick
- nil?
- numeric_or_default
- object_id
- open
- or
- original_puts
- p
- passes
- pause!
- paused?
- pin_root_values
- primitive_to_ffi
- primitives
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- queue_key_up

- quit!
- quit_requested?
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- record_input_history
- recording
- remove_instance_variable
- render_height
- render_replay_mouse
- render_width
- request_quit
- require
- reset
- respond_to?
- root
- root=
- save_state
- send
- set_rng
- show_console
- singleton_class
- singleton_methods
- solid_to_ffi
- sprintf
- sprite_to_ffi
- sprites
- srand
- stage_replay_values
- start!
- start_recording
- start_replay
- stop_recording
- stop_replay
- tap
- target
- text_font
- then
- tick
- tick_console
- tick_core
- tick_speed_count
- tick_speed_count=
- tick_speed_sum
- tick_speed_sum=

- to_enum
- to_s
- unpause!
- yield_self

[Top](#)

Class: Object::DragonRubyRoot

args.dragon.root

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __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
- hash
- hash=
- help
- 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
- original_puts
- p
- paused
- paused=
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- reloaded_files
- reloaded_files=
- remove_instance_variable
- require
- respond_to?
- send
- 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
- yield_self

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Class: Object::OpenEntity

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__=
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __get_hash_property__
- __id__
- __meta__
- __method__
- __object_methods__
- __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_created_at=
- global_created_at_elapsed
- global_variables
- hash
- help
- 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?
- new_entity
- nil?
- numeric_or_default

- object_id
- old?
- open
- or
- original_eq_eq
- original_puts
- 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
- require
- respond_to?
- send
- set!
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- with_meta
- yield_self

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Class: Object::FFI::MRB

$ffi

- !

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

- help
- 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
- original_puts
- 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
- require
- respond_to?

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

Top

Class: Object::FFI::File

FFI::File

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __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
- help
- 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
- original_puts
- 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
- require
- respond_to?
- send
- singleton_class
- singleton_methods
- sprintf
- srand
- storefile
- tap
- then
- tick
- to_enum
- to_s
- yield_self

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Class: Object::OpenEntity

args.game

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

- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __contains_array_indexers__
- __contains_array_indexers__=
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __get_hash_property__
- __id__
- __meta__
- __method__
- __object_methods__
- __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
- documenter_success=
- dup
- entity_id
- enum_for
- eql?
- equal?
- extend

- fail
- fast_rand
- format
- freeze
- frozen?
- getc
- gets
- global_created_at_elapsed
- global_variables
- hash
- help
- 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?
- new_entity
- nil?
- numeric_or_default
- object_id
- old?
- open
- or
- original_eq_eq
- original_puts
- 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
- require
- 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

Class: Object::Module

GC

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer

- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __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
- help
- 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
- original_puts
- p
- prepend
- prepend_features
- prepended
- print
- printf
- private
- private_methods
- proc
- protected
- protected_methods
- public
- public_methods
- purge_class
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_class_variable
- remove_const
- remove_instance_variable
- remove_method
- require
- 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

Class: Object::Grid

args.grid

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __print_origin_help
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- """"'
- and
- block_given?
- bottom
- bottom=
- caller
- center_x

- center_x=
- center_y
- center_y=
- 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
- help
- 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=
- original_puts
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- rect
- rect=
- remove_instance_variable
- require
- 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

Class: Object::IO

IO.new(IO.sysopen("/dev/tty", "w"), "w")

- !
- !=
- !~
- <<
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- __update_hash
- _check_readable
- _inspect
- _read_buf
- """"
- all?

- and
- any?
- block_given?
- caller
- class
- class_defined?
- clone
- close
- close_on_exec=
- close_on_exec?
- close_write
- closed?
- collect
- collect_concat
- count
- cycle
- define_singleton_method
- detect
- dig
- drop
- drop_while
- dup
- each
- each_byte
- each_char
- each_cons
- each_line
- each_slice
- each_with_index
- each_with_object
- entries
- enum_for
- eof
- eof?
- eql?
- equal?
- extend
- fail
- fast_rand
- fileno
- find
- find_all
- find_index
- first
- flat_map
- flush

- format
- freeze
- frozen?
- getc
- gets
- global_variables
- grep
- group_by
- hash
- help
- here
- include?
- initialize
- initialize_copy
- inject
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- isatty
- iterator?
- itself
- kind_of?
- lambda
- lazy
- local_variables
- loop
- map
- max
- max_by
- member?
- method_missing
- methods
- min
- min_by
- minmax
- minmax_by
- nil?
- none?
- numeric_or_default
- object_id

- one?
- open
- or
- original_puts
- p
- partition
- pid
- pos
- pos=
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- read
- readchar
- readline
- readlines
- reduce
- reject
- remove_instance_variable
- require
- respond_to?
- reverse_each
- rewind
- seek
- select
- send
- singleton_class
- singleton_methods
- sort
- sort_by
- sprintf
- srand
- sync
- sync=
- sysread
- sysseek

- syswrite
- take
- take_while
- tap
- tell
- then
- tick
- to_a
- to_enum
- to_h
- to_i
- to_s
- tty?
- ungetc
- uniq
- write
- yield_self
- zip

Class: IO::File

File.open

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

- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `__update_hash`
- `_check_readable`
- `_inspect`
- `_read_buf`
- ""
- `all?`
- `and`
- `any?`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `clone`
- `close`
- `close_on_exec=`
- `close_on_exec?`
- `close_write`
- `closed?`
- `collect`
- `collect_concat`
- `count`
- `cycle`
- `define_singleton_method`
- `detect`
- `dig`
- `drop`
- `drop_while`
- `dup`
- `each`
- `each_byte`
- `each_char`
- `each_cons`
- `each_line`
- `each_slice`
- `each_with_index`
- `each_with_object`
- `entries`
- `enum_for`
- `eof`
- `eof?`
- `eql?`
- `equal?`

- extend
- fail
- fast_rand
- fileno
- find
- find_all
- find_index
- first
- flat_map
- flock
- flush
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- grep
- group_by
- hash
- help
- here
- include?
- initialize
- initialize_copy
- inject
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- isatty
- iterator?
- itself
- kind_of?
- lambda
- lazy
- local_variables
- loop
- map
- max
- max_by

- member?
- method_missing
- methods
- min
- min_by
- minmax
- minmax_by
- mtime
- nil?
- none?
- numeric_or_default
- object_id
- one?
- open
- or
- original_puts
- p
- partition
- path
- path=
- pid
- pos
- pos=
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- read
- readchar
- readline
- readlines
- reduce
- reject
- remove_instance_variable
- require
- respond_to?
- reverse_each

- rewind
- seek
- select
- send
- singleton_class
- singleton_methods
- sort
- sort_by
- sprintf
- srand
- sync
- sync=
- sysread
- sysseek
- syswrite
- take
- take_while
- tap
- tell
- then
- tick
- to_a
- to_enum
- to_h
- to_i
- to_s
- tty?
- ungetc
- uniq
- write
- yield_self
- zip

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Class: Object::NilClass

$layout

- !
- !=
- !~
- &
- +

- <
- <=
- ==
- ===
- >
- >=
- Array
- Float
- Hash
- Integer
- String
- ^
- __caller_without_noise__
- __case_eqq
- __check_thrash__!
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- """"
- and
- assign_method_missing
- background_color
- block_given?
- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- feels_like_an_array?
- format

- freeze
- frozen?
- getc
- gets
- global_variables
- hash
- help
- 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
- original_puts
- 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
- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_a
- to_enum
- to_f
- to_h
- to_i
- to_s
- yield_self
- |

Class: Object::Outputs

args.outputs

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

- `__method__`
- `__object_methods__`
- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `""""`
- `all_borders`
- `all_labels`
- `all_lines`
- `all_primitives`
- `all_reserved`
- `all_solids`
- `all_sounds`
- `all_sprites`
- `and`
- `block_given?`
- `borders`
- `borders=`
- `caller`
- `class`
- `class_defined?`
- `clear`
- `clear_non_static`
- `clone`
- `define_singleton_method`
- `dig`
- `dup`
- `enum_for`
- `eql?`
- `equal?`
- `extend`
- `fail`
- `fast_rand`
- `format`
- `freeze`
- `frozen?`
- `getc`
- `gets`
- `global_variables`
- `hash`
- `height`
- `height=`
- `help`
- `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
- original_puts
- p
- primitives
- primitives=
- 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

- require
- reserved
- reserved=
- 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=
- static_primitives
- static_primitives=
- static_reserved
- static_reserved=
- static_solids
- static_solids=
- static_sprites
- static_sprites=
- tap
- target
- target=
- then
- tick
- to_enum
- to_s
- width
- width=
- yield_self

Class: Object::Array

args.passes

- !
- !=
- !~
- &
- *
- +
- -
- <<
- <=>
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- []
- []=
- __ary_cmp
- __ary_eq
- __ary_index
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __sort_sub__
- __supports_ivars__?
- __svalue
- __update_hash
- _inspect
- """"'
- a
- a=
- all?
- and

- angle
- angle=
- angle_given_point
- any?
- any_intersects_rect?
- append
- assoc
- at
- block_given?
- bottom
- bsearch
- bsearch_index
- caller
- center_inside_rect
- class
- class_defined?
- clear
- clone
- collect
- collect!
- collect_concat
- combination
- compact
- compact!
- concat
- count
- cycle
- define_singleton_method
- delete
- delete_at
- delete_if
- detect
- dig
- draw_primitive_marker?
- drop
- drop_while
- dup
- each
- each_cons
- each_index
- each_slice
- each_with_index
- each_with_object
- empty?
- entries
- enum_for

- eql?
- equal?
- extend
- fail
- fast_rand
- fetch
- fill
- find
- find_all
- find_index
- first
- flat_map
- flatten
- flatten!
- flatten_tuples
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- grep
- group_by
- h
- h_half
- has_nested_arrays?
- hash
- height
- height_half
- help
- here
- include?
- index
- initialize
- initialize_copy
- inject
- insert
- inside_rect?
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables

- intersects_rect?
- is_a?
- iterator?
- itself
- join
- keep_if
- kind_of?
- lambda
- last
- lazy
- left
- length
- local_variables
- loop
- map
- map!
- map_2d
- max
- max_by
- member?
- method_missing
- methods
- min
- min_by
- minmax
- minmax_by
- nil?
- none?
- numeric_or_default
- object_id
- one?
- open
- or
- original_puts
- p
- pack
- pairs_to_hash
- partition
- path
- permutation
- point
- pop
- prepend
- print
- printf
- private_methods

- proc
- product
- protected_methods
- public_methods
- purge_class
- push
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- rassoc
- rect
- rect_offset
- rect_shift
- rect_shift_down
- rect_shift_left
- rect_shift_right
- rect_shift_up
- reduce
- reject
- reject!
- reject_false
- reject_nil
- remove_instance_variable
- replace
- require
- respond_to?
- rest
- reverse
- reverse!
- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select
- select!
- self_rect
- send
- serialize
- shift
- shift_rect

- shuffle
- shuffle!
- singleton_class
- singleton_methods
- size
- slice
- slice!
- sort
- sort!
- sort_by
- sprintf
- srand
- take
- take_while
- tap
- text
- then
- tick
- to_a
- to_a_pairs
- to_ary
- to_enum
- to_h
- to_s
- top
- transpose
- uniq
- uniq!
- unshift
- values_at
- w
- w_half
- width
- width_half
- x
- x2
- x=
- y
- y2
- y=
- yield_self
- zip
- |

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Class: Object::Primitive

Primitive.new

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __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
- help
- 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
- original_puts
- 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

- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- yield_self

Class: Primitive::Border

Border.new

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

- """"
- a
- a=
- and
- b
- b=
- block_given?
- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- g
- g=
- getc
- gets
- global_variables
- h
- h=
- hash
- help
- 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
- original_puts
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- r
- r=
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- valid?
- validate!
- w
- w=

- x
- x=
- y
- y=
- yield_self

Class: Primitive::Label

Label.new

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- """"'
- a
- a=
- alignment_enum
- alignment_enum=
- and
- b
- b=
- block_given?

- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- font
- font=
- format
- freeze
- frozen?
- g
- g=
- getc
- gets
- global_variables
- hash
- help
- 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
- original_puts
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- r
- r=
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- size_enum
- size_enum=
- sprintf
- srand
- tap
- text
- text=
- then
- tick
- to_enum
- to_s
- valid?
- validate!
- x
- x=
- y
- y=
- yield_self

Class: Primitive::Line

Line.new

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- """"
- a
- a=
- and
- b
- b=
- block_given?
- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for

- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- g
- g=
- getc
- gets
- global_variables
- hash
- help
- 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
- original_puts
- p
- print
- printf
- private_methods
- proc

- protected_methods
- public_methods
- purge_class
- puts
- putsc
- r
- r=
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- x
- x2
- x2=
- x=
- y
- y2
- y2=
- y=
- yield_self

Class: Primitive::Solid

Solid.new

- !
- !=
- !~

- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- """"'
- a
- a=
- and
- b
- b=
- block_given?
- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- g
- g=
- getc

- gets
- global_variables
- h
- h=
- hash
- help
- 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
- original_puts
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- r
- r=
- raise
- raise_method_missing_better_error

- raise_with_caller
- rand
- remove_instance_variable
- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- valid?
- validate!
- w
- w=
- x
- x=
- y
- y=
- yield_self

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Class: Primitive::Sprite

Sprite.new

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

- `__custom_object_methods__`
- `__dragon_ruby_source_files__`
- `__dragon_ruby_string_contains_source_file_path__?`
- `__id__`
- `__method__`
- `__object_methods__`
- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `"""`
- `a`
- `a=`
- `and`
- `angle`
- `angle=`
- `b`
- `b=`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `clone`
- `define_singleton_method`
- `dig`
- `dpx`
- `dpx=`
- `dpy`
- `dpy=`
- `dup`
- `enum_for`
- `eql?`
- `equal?`
- `extend`
- `fail`
- `fast_rand`
- `fliphorz`
- `fliphorz=`
- `flipvert`
- `flipvert=`
- `format`
- `freeze`
- `frozen?`
- `g`
- `g=`

- getc
- gets
- global_variables
- h
- h=
- hash
- help
- 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
- original_puts
- p
- path
- path=
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- r

- r=
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- require
- respond_to?
- send
- serialize
- sh
- sh=
- singleton_class
- singleton_methods
- sprintf
- srand
- sw
- sw=
- sx
- sx=
- sy
- sy=
- tap
- then
- tick
- to_enum
- to_s
- w
- w=
- x
- x=
- y
- y=
- yield_self

Class: Object::Inputs

args.inputs

- !
- !=
- !~

- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __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
- help
- here
- history
- history=
- 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
- original_puts
- 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
- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- text
- text=
- then
- tick
- to_enum
- to_s
- yield_self

Class: Object::Controller

args.inputs.controller_one

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

- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `""""`
- `and`
- `block_given?`
- `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`
- `help`
- `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`
- `key_down`
- `key_down=`

- key_held
- key_held=
- key_up
- key_up=
- kind_of?
- lambda
- left_analog_x_perc
- left_analog_x_perc=
- left_analog_x_raw
- left_analog_x_raw=
- left_analog_y_perc
- left_analog_y_perc=
- left_analog_y_raw
- left_analog_y_raw=
- left_right
- left_right=
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- original_puts
- 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
- require
- respond_to?
- right_analog_x_perc
- right_analog_x_perc=
- right_analog_x_raw

- right_analog_x_raw=
- right_analog_y_perc
- right_analog_y_perc=
- right_analog_y_raw
- right_analog_y_raw=
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- up_down
- up_down=
- yield_self

Class: Object::Controller

args.inputs.controller_two

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

- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `""""`
- `and`
- `block_given?`
- `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`
- `help`
- `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`
- `key_down`
- `key_down=`

- key_held
- key_held=
- key_up
- key_up=
- kind_of?
- lambda
- left_analog_x_perc
- left_analog_x_perc=
- left_analog_x_raw
- left_analog_x_raw=
- left_analog_y_perc
- left_analog_y_perc=
- left_analog_y_raw
- left_analog_y_raw=
- left_right
- left_right=
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- original_puts
- 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
- require
- respond_to?
- right_analog_x_perc
- right_analog_x_perc=
- right_analog_x_raw

- right_analog_x_raw=
- right_analog_y_perc
- right_analog_y_perc=
- right_analog_y_raw
- right_analog_y_raw=
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- up_down
- up_down=
- yield_self

Class: Object::Array

args.inputs.controllers

- !
- !=
- !~
- &
- *
- +
- -
- <<
- <=>
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- []
- []=

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- `__ary_cmp`
- `__ary_eq`
- `__ary_index`
- `__caller_without_noise__`
- `__case_eqq`
- `__custom_object_methods__`
- `__dragon_ruby_source_files__`
- `__dragon_ruby_string_contains_source_file_path__?`
- `__id__`
- `__method__`
- `__object_methods__`
- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__sort_sub__`
- `__supports_ivars__?`
- `__svalue`
- `__update_hash`
- `_inspect`
- `"""""`
- `a`
- `a=`
- `all?`
- `and`
- `angle`
- `angle=`
- `angle_given_point`
- `any?`
- `any_intersects_rect?`
- `append`
- `assoc`
- `at`
- `block_given?`
- `bottom`
- `bsearch`
- `bsearch_index`
- `caller`
- `center_inside_rect`
- `class`
- `class_defined?`
- `clear`
- `clone`
- `collect`
- `collect!`
- `collect_concat`
- `combination`

- compact
- compact!
- concat
- count
- cycle
- define_singleton_method
- delete
- delete_at
- delete_if
- detect
- dig
- draw_primitive_marker?
- drop
- drop_while
- dup
- each
- each_cons
- each_index
- each_slice
- each_with_index
- each_with_object
- empty?
- entries
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- fetch
- fill
- find
- find_all
- find_index
- first
- flat_map
- flatten
- flatten!
- flatten_tuples
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- grep

- group_by
- h
- h_half
- has_nested_arrays?
- hash
- height
- height_half
- help
- here
- include?
- index
- initialize
- initialize_copy
- inject
- insert
- inside_rect?
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- intersects_rect?
- is_a?
- iterator?
- itself
- join
- keep_if
- kind_of?
- lambda
- last
- lazy
- left
- length
- local_variables
- loop
- map
- map!
- map_2d
- max
- max_by
- member?
- method_missing
- methods

- min
- min_by
- minmax
- minmax_by
- nil?
- none?
- numeric_or_default
- object_id
- one?
- open
- or
- original_puts
- p
- pack
- pairs_to_hash
- partition
- path
- permutation
- point
- pop
- prepend
- print
- printf
- private_methods
- proc
- product
- protected_methods
- public_methods
- purge_class
- push
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- rassoc
- rect
- rect_offset
- rect_shift
- rect_shift_down
- rect_shift_left
- rect_shift_right
- rect_shift_up
- reduce
- reject

- reject!
- reject_false
- reject_nil
- remove_instance_variable
- replace
- require
- respond_to?
- rest
- reverse
- reverse!
- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select
- select!
- self_rect
- send
- serialize
- shift
- shift_rect
- shuffle
- shuffle!
- singleton_class
- singleton_methods
- size
- slice
- slice!
- sort
- sort!
- sort_by
- sprintf
- srand
- take
- take_while
- tap
- text
- then
- tick
- to_a
- to_a_pairs
- to_ary
- to_enum

- to_h
- to_s
- top
- transpose
- uniq
- uniq!
- unshift
- values_at
- w
- w_half
- width
- width_half
- x
- x2
- x=
- y
- y2
- y=
- yield_self
- zip
- |

Class: Object::Keyboard

args.inputs.keyboard

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

- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- """"'
- and
- block_given?
- caller
- class
- class_defined?
- clear
- clone
- define_singleton_method
- dig
- down
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- has_focus
- has_focus=
- hash
- help
- 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
- key_down
- key_down=
- key_held
- key_held=
- key_up
- key_up=
- kind_of?
- lambda
- left
- left_right
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- original_puts
- 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
- require
- respond_to?
- right
- send
- serialize
- singleton_class
- singleton_methods
- sprintf

- srand
- tap
- then
- tick
- to_enum
- to_s
- up
- up_down
- yield_self

Class: Object::Mouse

args.inputs.mouse

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __custom_object_methods__
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __object_methods__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- """"
- and
- block_given?
- caller
- class

- class_defined?
- clear
- click
- click=
- clone
- define_singleton_method
- dig
- down
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- has_focus
- has_focus=
- hash
- help
- 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
- moved

- moved=
- moved_at
- moved_at=
- moved_at_time
- moved_at_time=
- nil?
- numeric_or_default
- object_id
- open
- or
- original_puts
- p
- position
- previous_click
- previous_click=
- 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
- require
- respond_to?
- send
- serialize
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- to_enum
- to_s
- up
- up=
- x
- x=

- y
- y=
- yield_self