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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::DragonRuby
- Object::Enumerator::Generator
- Object::Enumerator::Yielder
- Object::Enumerator
- Object::Exception
- Object::FFI::File
- Object::FFI::MRB
- Object::FalseClass
- Object::Fiber
- Object::FileTest
- Object::GameView
- Object::Grid
- Object::Hash
- Object::IO
- Object::Inputs
- Object::KeyboardKeys
- Object::Keyboard
- Object::Layout
- 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
- clear_draw_passes
- clear_draw_primitives
- clear_inputs
- current_framerate
- current_framerate_raw
- dequeue_sounds
- export!
- ffi_file
- ffi_mrb
- flattened_solids
- gridlines!
- has_toast?
- highlights
- init_args_if_needed
- initialize
- label_to_ffi
- labels
- line_to_ffi
- lines
- 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=

- solid_to_ffl
- sprite_to_ffl
- 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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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: Layout

\$layout

- `__files_to_reload`
- `__highlights`
- `__init_mtimes`
- `__reload_if_needed`
- `__reload_repl_file`
- `__reload_ruby_file`
- `__repl_labels`
- `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
- light_gray
- lines
- mini_buffer_enabled?
- mini_buffer_label
- mouse_pressed
- 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
- set_buffer
- set_current_repl_code
- set_key
- set_mini_buffer_code
- set_repl_code
- show_cursor?
- show_repl
- sounds
- sprites
- stop_music
- target

- text_color
- text_font
- textures
- textures=
- tick
- tick_flashes
- time_per_tick
- white

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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
- append
- assoc
- at
- bottom
- bsearch

- bsearch_index
- center_inside_rect
- clear
- collect!
- combination
- compact
- compact!
- concat
- delete
- delete_at
- delete_if
- dig
- 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
- pop
- prepend

- product
- push
- rassoc
- reject!
- reject_false
- reject_nil
- replace
- reverse
- reverse!
- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- select!
- 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`
- `““““`
- `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?
- object_id
- open
- 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`
- `““““`
- `args`
- `args=`
- `block_given?`
- `border_to_ffi`
- `borders`
- `calc_wrapper`
- `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_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
- local_variables
- loop
- method_missing
- methods
- next_keyboard_inputs_after_tick
- next_keyboard_inputs_before_tick
- nil?
- object_id
- open
- 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
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- render_height
- render_width
- require
- reset
- respond_to?
- root
- root=
- 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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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
- ““““
- 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?`
- `object_id`
- `open`
- `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
- to_enum
- to_s
- with_meta
- yield_self

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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`
- `““““`
- `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?`
- `object_id`
- `open`
- `p`
- `parse`
- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `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
- ““““
- 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?
- object_id
- open
- 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
- 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

- `““““`
- `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?`
- `object_id`
- `open`
- `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`
- `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
- 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?
- object_id
- open
- 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
- 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
- ““““
- 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?`
- `object_id`
- `open`
- `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
- ““““
- 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?
- object_id
- open
- 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: Layout

\$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`
- `““““`
- `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
- light_gray
- lines
- local_variables
- loop
- method_missing
- methods
- mini_buffer_enabled?
- mini_buffer_label
- mouse_pressed
- nil?
- object_id
- on_reload
- on_startup
- open
- 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`
- `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`
- `tap`
- `target`
- `text_color`
- `text_font`
- `textures`
- `textures=`
- `then`
- `tick`
- `tick_flashes`
- `time_per_tick`
- `to_enum`
- `to_s`
- `white`
- `yield_self`

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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`
- `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?`
- `object_id`
- `open`
- `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=
- static_primitives
- static_primitives=
- static_solids
- static_solids=
- static_sprites
- static_sprites=
- tap
- target
- target=
- then
- tick
- to_enum
- to_s
- width
- width=
- yield_self

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Class: Array

args.passes

- !
- !=
- !~
- &
- *
- +
- -
- <<
- <=>

- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- []
- []=
- __ary_cmp
- __ary_eq
- __ary_index
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __sort_sub__
- __supports_ivars__?
- __svalue
- __update_hash
- _inspect
- ““““
- a
- a=
- all?
- angle
- any?
- 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
- 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
- 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!
- max
- max_by
- member?
- method_missing
- methods

- min
- min_by
- minmax
- minmax_by
- nil?
- none?
- object_id
- one?
- open
- p
- pack
- pairs_to_hash
- partition
- path
- permutation
- 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
- reduce
- reject
- reject!
- reject_false
- reject_nil
- remove_instance_variable
- replace
- respond_to?
- reverse
- reverse!
- reverse_each
- right
- rindex

- rotate
- rotate!
- sample
- select
- select!
- send
- serialize
- shift
- 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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