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Global Object Space

- BasicObject::Object
- BasicObject
- Enumerator::Enumerator::Lazy
- Exception::File::FileError
- Exception::NoMemoryError
- Exception::ScriptError
- Exception::StandardError
- Exception::SystemStackError
- File::FileError::File::NoFileError
- File::FileError::File::PermissionError
- File::FileError::File::UnableToStat
- IO::File
- IOError::EOFError
- IndexError::KeyError
- IndexError::StopIteration
- Integer::Fixnum
- Module::Class
- NameError::NoMethodError
- Numeric::Float
- Numeric::Integer
- Object::Array
- Object::ControllerKeys
- Object::Controller
- Object::DragonRubyArgs
- Object::DragonRubyRoot
- Object::DragonRubyView
- Object::DragonRuby
- Object::Enumerator::Generator
- Object::Enumerator::Yielder

- Object::Enumerator
- Object::Exception
- Object::FFI::File
- Object::FFI::MRB
- Object::FFI::Misc
- Object::FalseClass
- Object::Fiber
- Object::FileTest
- Object::Grid
- Object::Hash
- Object::IO
- Object::Inputs
- Object::KeyboardKeys
- Object::Keyboard
- Object::Module
- Object::Mouse
- Object::NilClass
- Object::Numeric
- Object::ObjectMetadata
- Object::OpenStructLite
- Object::Outputs
- Object::Primitive
- Object::Proc
- Object::Random
- Object::Range
- Object::Sound
- Object::String
- Object::Struct
- Object::Symbol
- Object::Time
- Object::TrueClass
- Primitive::Border
- Primitive::Label
- Primitive::Line
- Primitive::Solid
- Primitive::Sprite
- RangeError::FloatDomainError
- RuntimeError::FrozenError
- ScriptError::LocalJumpError
- ScriptError::NotImplementedError
- ScriptError::SyntaxError
- StandardError::ArgumentError
- StandardError::FiberError
- StandardError::IOError
- StandardError::IndexError
- StandardError::Math::DomainError

- `StandardError::NameError`
- `StandardError::RangeError`
- `StandardError::RegexpError`
- `StandardError::RuntimeError`
- `StandardError::TypeError`

Short (excluding inherited methods)

Class: `Object::DragonRubyArgs`

args

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

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Class: `Object::DragonRuby`

args.dragon

- `args`
- `args=`
- `border_to_ffi`
- `borders`
- `calc_wrapper`
- `calcstringbox`
- `clear_draw_passes`
- `clear_draw_primitives`
- `clear_inputs`
- `current_framerate`

- current_framerate_raw
- dequeue_sounds
- export!
- ffi_file
- ffi_misc
- ffi_mrb
- flattened_solids
- gridlines!
- has_toast?
- highlights
- init_args_if_needed
- initialize
- label_to_ffi
- labels
- line_to_ffi
- lines
- load_state
- next_keyboard_inputs_after_tick
- next_keyboard_inputs_before_tick
- passes
- pause!
- paused?
- pin_root_values
- primitive_to_ffi
- primitives
- queue_key_up
- render_height
- render_width
- require
- reset
- root
- root=
- save_state
- solid_to_ffi
- sprite_to_ffi
- sprites
- target
- text_font
- tick_core
- tick_speed_count
- tick_speed_count=
- tick_speed_sum
- tick_speed_sum=
- tick_toast
- toast!
- toast_labels

- `toggle_gridlines!`
- `ungridlines!`
- `unpause!`

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Class: `Object::DragonRubyRoot`

args.dragon.root

- `files_reloaded`
- `files_reloaded=`
- `framerate`
- `framerate=`
- `framerate_at`
- `framerate_at=`
- `gridline_color`
- `gridline_color=`
- `gridline_label_color`
- `gridline_label_color=`
- `gridline_label_spacing_x`
- `gridline_label_spacing_x=`
- `gridline_label_spacing_y`
- `gridline_label_spacing_y=`
- `gridline_spacing_x`
- `gridline_spacing_x=`
- `gridline_spacing_y`
- `gridline_spacing_y=`
- `hash`
- `hash=`
- `initialize`
- `keyboard_focus`
- `keyboard_focus=`
- `mouse_focus`
- `mouse_focus=`
- `paused`
- `paused=`
- `reloaded_files`
- `reloaded_files=`
- `repl_enabled`
- `repl_enabled=`
- `repl_text_color`
- `repl_text_color=`
- `repl_text_font`

- repl_text_font=
- show_gridlines
- show_gridlines=
- take_screenshot
- take_screenshot=
- tick_count
- tick_count=
- time_per_tick
- time_per_tick=
- toast_debounce
- toast_debounce=
- toast_message
- toast_message=

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OpenStructLite for *args.game.new_entity* Methods of an entity object

args.game.new_entity Methods of an entity object

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

- to_s
- with_meta

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Class: Object::FFI::MRB

\$ffi

- eval
- parse
- reload

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Class: Object::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: Object::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: Object::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: 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

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Class: IO::File

File.open

- flock
- initialize
- mtime
- path
- path=

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Class: Object::DragonRubyView

\$layout

- `__files_to_reload`
- `__highlights`
- `__init_mtimes`
- `__reload_if_needed`
- `__reload_repl_file`
- `__reload_ruby_file`
- `__repl_labels`
- `analog_to_perc`
- `append_buffer`
- `append_current_repl_code`
- `append_mini_buffer_code`
- `append_repl_code`
- `background_color`
- `black`
- `blink_cursor`
- `borders`
- `button_name_given_enum`
- `bye`
- `center_aligned`
- `char_with_shift`
- `color_with_perc_towards`
- `current_repl_code_index`
- `current_repl_code_index=`
- `dark_gray`
- `eval_or_create_main_rb`
- `exit_mini_buffer_if_needed`
- `ffi_file`
- `ffi_mrb`
- `font_med`
- `get_buffer`
- `get_current_repl_code`
- `get_mini_buffer_code`
- `get_repl_code`
- `gray`
- `green`
- `gridline_color`
- `gridline_label_color`
- `gridline_label_spacing_x`
- `gridline_label_spacing_y`
- `gridline_spacing_x`
- `gridline_spacing_y`
- `gridlines`

- hide_repl
- highlights
- in_game_repl_labels
- in_game_repl_shown
- in_game_repl_shown=
- initialize
- key_down_in_game
- key_down_player_one
- key_down_player_two
- key_down_raw
- key_down_raw_repl
- key_down_raw_show_hide_mini_buffer
- key_down_raw_show_hide_repl
- key_held_player_one
- key_held_player_two
- key_held_raw
- key_in_game
- key_up_in_game
- key_up_player_one
- key_up_player_two
- key_up_raw
- keyboard_methods
- keyboard_methods_invalidate!
- labels
- labels_with_alpha
- left_aligned
- left_analog_x_player_1
- left_analog_x_player_2
- left_analog_y_player_1
- left_analog_y_player_2
- light_gray
- lines
- mini_buffer_enabled?
- mini_buffer_label
- mouse_move
- mouse_pressed
- mouse_up
- on_reload
- on_startup
- passes
- prepend_buffer
- prepend_current_repl_code
- pretty_print_exception_and_export!
- primitives
- print_help_when_mouse_clicked
- process_mini_buffer

- process_repl
- queue_flash
- queue_music
- queue_sound
- really_light_gray
- red
- render_height
- render_width
- repl_before_after_cursor
- repl_clear
- repl_code_labels
- repl_code_line
- repl_code_lines
- repl_cursor_down
- repl_cursor_index
- repl_cursor_key
- repl_cursor_left
- repl_cursor_location
- repl_cursor_location_shifted
- repl_cursor_right
- repl_cursor_up
- repl_cursor_width
- repl_dismissed
- repl_enabled?
- repl_eval_buffer
- repl_eval_mini_buffer
- repl_file_name
- repl_instructions
- repl_labels
- repl_line_numbers
- repl_load
- repl_ordinal_cursor
- repl_save
- repl_set_cursor
- repl_shown
- repl_text_color
- repl_text_font
- repl_tick
- right_aligned
- right_analog_x_player_1
- right_analog_x_player_2
- right_analog_y_player_1
- right_analog_y_player_2
- set_buffer
- set_current_repl_code
- set_key

- set_mini_buffer_code
- set_repl_code
- show_cursor?
- show_repl
- sounds
- sprites
- stop_music
- take_screenshot
- target
- text_color
- text_font
- textures
- textures=
- tick
- tick_flashes
- time_per_tick
- white
- window_keyboard_focus_changed
- window_mouse_focus_changed

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Class: Object::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: Object::Array

args.passes

- &
- *
- +
- -
- <<
- <=>
- ==
- []
- []=
- __ary_cmp
- __ary_eq
- __ary_index

- `__sort_sub__`
- `__svalue`
- `_inspect`
- `a`
- `a=`
- `angle`
- `angle=`
- `angle_given_point`
- `append`
- `assoc`
- `at`
- `bottom`
- `bsearch`
- `bsearch_index`
- `center_inside_rect`
- `clear`
- `collect!`
- `combination`
- `compact`
- `compact!`
- `concat`
- `delete`
- `delete_at`
- `delete_if`
- `dig`
- `draw_primitive_marker?`
- `each`
- `each_index`
- `empty?`
- `eql?`
- `fetch`
- `fill`
- `first`
- `flatten`
- `flatten!`
- `flatten_tuples`
- `h`
- `h_half`
- `has_nested_arrays?`
- `height`
- `height_half`
- `index`
- `initialize`
- `initialize_copy`
- `insert`
- `inside_rect?`

- inspect
- intersects_rect?
- join
- keep_if
- last
- left
- length
- map!
- pack
- pairs_to_hash
- path
- permutation
- point
- pop
- prepend
- product
- push
- rassoc
- rect
- rect_offset
- rect_shift_down
- rect_shift_left
- rect_shift_right
- rect_shift_up
- reject!
- reject_false
- reject_nil
- replace
- reverse
- reverse!
- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select!
- self_rect
- serialize
- shift
- shuffle
- shuffle!
- size
- slice
- slice!

- `sort`
- `sort!`
- `text`
- `to_a_pairs`
- `to_ary`
- `to_h`
- `to_s`
- `top`
- `transpose`
- `uniq`
- `uniq!`
- `unshift`
- `values_at`
- `w`
- `w_half`
- `width`
- `width_half`
- `x`
- `x2`
- `x=`
- `y`
- `y2`
- `y=`
- `|`

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Class: Object::Primitive

Primitive.new

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Class: Primitive::Border

Border.new

- `a`
- `a=`
- `b`
- `b=`
- `g`
- `g=`

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

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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=

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Class: Primitive::Line

Line.new

- a
- a=
- b
- b=
- g
- g=
- initialize
- r
- r=
- x
- x2
- x2=
- x=
- y
- y2
- y2=
- y=

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Class: Primitive::Solid

Solid.new

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

- w=
- x
- x=
- y
- y=

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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=

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Class: Object::Inputs

args.inputs

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

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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=

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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=

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Class: Object::Array

args.inputs.controllers

- &
- *
- +
- -
- <<
- <=>
- ==
- []
- [] =
- __ary_cmp
- __ary_eq
- __ary_index
- __sort_sub__
- __svalue
- _inspect
- a
- a=
- angle
- angle=
- angle_given_point
- append
- assoc
- at
- bottom
- bsearch
- bsearch_index
- center_inside_rect
- clear
- collect!
- combination

- compact
- compact!
- concat
- delete
- delete_at
- delete_if
- dig
- draw_primitive_marker?
- each
- each_index
- empty?
- eql?
- fetch
- fill
- first
- flatten
- flatten!
- flatten_tuples
- h
- h_half
- has_nested_arrays?
- height
- height_half
- index
- initialize
- initialize_copy
- insert
- inside_rect?
- inspect
- intersects_rect?
- join
- keep_if
- last
- left
- length
- map!
- pack
- pairs_to_hash
- path
- permutation
- point
- pop
- prepend
- product
- push
- rassoc

- rect
- rect_offset
- rect_shift_down
- rect_shift_left
- rect_shift_right
- rect_shift_up
- reject!
- reject_false
- reject_nil
- replace
- reverse
- reverse!
- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select!
- self_rect
- serialize
- shift
- shuffle
- shuffle!
- size
- slice
- slice!
- sort
- sort!
- text
- to_a_pairs
- to_ary
- to_h
- to_s
- top
- transpose
- uniq
- uniq!
- unshift
- values_at
- w
- w_half
- width
- width_half
- x

- x2
- x=
- y
- y2
- y=
- |

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Class: Object::Keyboard

args.inputs.keyboard

- clear
- has_focus
- has_focus=
- initialize
- key_down
- key_down=
- key_held
- key_held=
- key_up
- key_up=
- left_right
- serialize

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Class: Object::Mouse

args.inputs.mouse

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

- position
- previous_click
- previous_click=
- serialize
- up
- up=
- x
- x=
- y
- y=

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Full (including inherited methods)

Class: Object::DragonRubyArgs

args

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

- class
- class_defined?
- clone
- define_singleton_method
- destructure
- dig
- dragon
- dragon=
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- game
- game=
- getc
- gets
- global_variables
- grid
- grid=
- hash
- here
- initialize
- initialize_copy
- inputs
- inputs=
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop

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

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Class: Object::DragonRuby

args.dragon

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- args
- args=
- block_given?
- border_to_ffi
- borders
- calc_wrapper
- calcstringbox
- caller
- class
- class_defined?
- clear_draw_passes
- clear_draw_primitives
- clear_inputs
- clone
- current_framerate
- current_framerate_raw
- define_singleton_method
- dequeue_sounds
- dig

- dup
- enum_for
- eql?
- equal?
- export!
- extend
- fail
- fast_rand
- ffi_file
- ffi_misc
- ffi_mrb
- flattened_solids
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- gridlines!
- has_toast?
- hash
- here
- highlights
- init_args_if_needed
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- label_to_ffi
- labels
- lambda
- line_to_ffi
- lines
- load_state
- local_variables
- loop

- method_missing
- methods
- next_keyboard_inputs_after_tick
- next_keyboard_inputs_before_tick
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- passes
- pause!
- paused?
- pin_root_values
- primitive_to_ffi
- primitives
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- 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=
- save_state
- send
- singleton_class
- singleton_methods
- solid_to_ffi
- sprintf
- sprite_to_ffi
- sprites

- srand
- tap
- target
- text_font
- then
- tick
- tick_core
- tick_speed_count
- tick_speed_count=
- tick_speed_sum
- tick_speed_sum=
- tick_toast
- to_enum
- to_s
- toast!
- toast_labels
- toggle_gridlines!
- ungridlines!
- unpause!
- yield_self

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Class: Object::DragonRubyRoot

args.dragon.root

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

- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `““““`
- `and`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `clone`
- `define_singleton_method`
- `dig`
- `dup`
- `enum_for`
- `eql?`
- `equal?`
- `extend`
- `fail`
- `fast_rand`
- `files_reloaded`
- `files_reloaded=`
- `format`
- `framerate`
- `framerate=`
- `framerate_at`
- `framerate_at=`
- `freeze`
- `frozen?`
- `getc`
- `gets`
- `global_variables`
- `gridline_color`
- `gridline_color=`
- `gridline_label_color`
- `gridline_label_color=`
- `gridline_label_spacing_x`
- `gridline_label_spacing_x=`
- `gridline_label_spacing_y`
- `gridline_label_spacing_y=`
- `gridline_spacing_x`
- `gridline_spacing_x=`
- `gridline_spacing_y`
- `gridline_spacing_y=`
- `hash`
- `hash=`

- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- keyboard_focus
- keyboard_focus=
- kind_of?
- lambda
- local_variables
- loop
- method_missing
- methods
- mouse_focus
- mouse_focus=
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- paused
- paused=
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- puts
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- reloaded_files

- `reloaded_files=`
- `remove_instance_variable`
- `repl_enabled`
- `repl_enabled=`
- `repl_text_color`
- `repl_text_color=`
- `repl_text_font`
- `repl_text_font=`
- `respond_to?`
- `send`
- `show_gridlines`
- `show_gridlines=`
- `singleton_class`
- `singleton_methods`
- `sprintf`
- `srand`
- `take_screenshot`
- `take_screenshot=`
- `tap`
- `then`
- `tick`
- `tick_count`
- `tick_count=`
- `time_per_tick`
- `time_per_tick=`
- `to_enum`
- `to_s`
- `toast_debounce`
- `toast_debounce=`
- `toast_message`
- `toast_message=`
- `yield_self`

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OpenStructLite for *args.game.new_entity* Methods of an entity object

args.game.new_entity Methods of an entity object

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

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

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

\$ffi

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

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

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

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Class: Object::FFI::File

FFI::File

- !
- !=

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

- `instance_eval`
- `instance_exec`
- `instance_of?`
- `instance_variable_defined?`
- `instance_variable_get`
- `instance_variable_set`
- `instance_variables`
- `is_a?`
- `iterator?`
- `itself`
- `kind_of?`
- `lambda`
- `loadfile`
- `local_variables`
- `loop`
- `method_missing`
- `methods`
- `mtime`
- `nil?`
- `numeric_or_default`
- `object_id`
- `open`
- `or`
- `p`
- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `remove_instance_variable`
- `respond_to?`
- `send`
- `singleton_class`
- `singleton_methods`
- `sprintf`
- `srand`
- `storefile`
- `tap`

- then
- tick
- to_enum
- to_s
- yield_self

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OpenStructLite for *args.game*

args.game

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __contains_array_indexers__
- __contains_array_indexers__=
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __get_hash_property__
- __id__
- __meta__
- __method__
- __pretty_print_exception__
- __printstr__
- __reserved_keys__
- __send__
- __set_hash_property__
- __supports_ivars__?
- __touched__
- __touched__=
- _inspect
- ““““
- and
- attributes

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

- new_entity
- nil?
- numeric_or_default
- object_id
- open
- or
- original_eq_eq
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- respond_to?
- send
- set!
- singleton_class
- singleton_methods
- sprintf
- srand
- tap
- then
- tick
- tick_count
- tick_count=
- to_enum
- to_s
- with_meta
- yield_self

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Class: Object::Module

GC

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- alias_method
- ancestors
- and
- append_features
- attr
- attr_accessor
- attr_reader
- attr_writer
- block_given?
- caller
- class
- class_defined?
- class_eval
- class_exec
- class_variable_defined?
- class_variable_get
- class_variable_set
- class_variables
- clone
- const_defined?
- const_get
- const_missing
- const_set
- constants

- `define_method`
- `define_singleton_method`
- `dig`
- `disable`
- `dup`
- `enable`
- `enum_for`
- `eql?`
- `equal?`
- `extend`
- `extend_object`
- `extended`
- `fail`
- `fast_rand`
- `format`
- `freeze`
- `frozen?`
- `generational_mode`
- `generational_mode=`
- `getc`
- `gets`
- `global_variables`
- `hash`
- `here`
- `include`
- `include?`
- `included`
- `included_modules`
- `initialize`
- `initialize_copy`
- `inspect`
- `instance_eval`
- `instance_exec`
- `instance_methods`
- `instance_of?`
- `instance_variable_defined?`
- `instance_variable_get`
- `instance_variable_set`
- `instance_variables`
- `interval_ratio`
- `interval_ratio=`
- `is_a?`
- `iterator?`
- `itself`
- `kind_of?`
- `lambda`

- local_variables
- loop
- method_defined?
- method_missing
- method_removed
- methods
- module_eval
- module_exec
- module_function
- name
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- prepend
- prepend_features
- prepended
- print
- printf
- private
- private_methods
- proc
- protected
- protected_methods
- public
- public_methods
- purge_class
- puts
- 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: Object::Grid

args.grid

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __print_origin_help
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- block_given?
- bottom
- bottom=

- caller
- class
- class_defined?
- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- h
- h_half
- hash
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- left
- left=
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default

- object_id
- open
- or
- origin_bottom_left!
- origin_center!
- origin_x
- origin_x=
- origin_y
- origin_y=
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- putsc
- 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: Object::IO

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

- !
- !=
- !~
- <<
- ==
- ===
- 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__?
- __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
- 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
- p
- partition
- pid
- pos
- pos=

- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `read`
- `readchar`
- `readline`
- `readlines`
- `reduce`
- `reject`
- `remove_instance_variable`
- `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: IO::File

File.open

- !
- !=
- !~
- <<
- ==
- ===
- 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__?
- __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
- 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
- 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
- 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::DragonRubyView

\$layout

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

- `__printstr__`
- `__reload_if_needed`
- `__reload_repl_file`
- `__reload_ruby_file`
- `__repl_labels`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `““““`
- `analog_to_perc`
- `and`
- `append_buffer`
- `append_current_repl_code`
- `append_mini_buffer_code`
- `append_repl_code`
- `background_color`
- `black`
- `blink_cursor`
- `block_given?`
- `borders`
- `button_name_given_enum`
- `bye`
- `caller`
- `center_aligned`
- `char_with_shift`
- `class`
- `class_defined?`
- `clone`
- `color_with_perc_towards`
- `current_repl_code_index`
- `current_repl_code_index=`
- `dark_gray`
- `define_singleton_method`
- `dig`
- `dup`
- `enum_for`
- `eql?`
- `equal?`
- `eval_or_create_main_rb`
- `exit_mini_buffer_if_needed`
- `extend`
- `fail`
- `fast_rand`
- `ffi_file`
- `ffi_mrb`
- `font_med`

- format
- freeze
- frozen?
- get_buffer
- get_current_repl_code
- get_mini_buffer_code
- get_repl_code
- getc
- gets
- global_variables
- gray
- green
- gridline_color
- gridline_label_color
- gridline_label_spacing_x
- gridline_label_spacing_y
- gridline_spacing_x
- gridline_spacing_y
- gridlines
- hash
- here
- hide_repl
- highlights
- in_game_repl_labels
- in_game_repl_shown
- in_game_repl_shown=
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- key_down_in_game
- key_down_player_one
- key_down_player_two
- key_down_raw
- key_down_raw_repl
- key_down_raw_show_hide_mini_buffer
- key_down_raw_show_hide_repl

- key_held_player_one
- key_held_player_two
- key_held_raw
- key_in_game
- key_up_in_game
- key_up_player_one
- key_up_player_two
- key_up_raw
- keyboard_methods
- keyboard_methods_invalidate!
- kind_of?
- labels
- labels_with_alpha
- lambda
- left_aligned
- left_analog_x_player_1
- left_analog_x_player_2
- left_analog_y_player_1
- left_analog_y_player_2
- light_gray
- lines
- local_variables
- loop
- method_missing
- methods
- mini_buffer_enabled?
- mini_buffer_label
- mouse_move
- mouse_pressed
- mouse_up
- nil?
- numeric_or_default
- object_id
- on_reload
- on_startup
- open
- or
- p
- passes
- prepend_buffer
- prepend_current_repl_code
- pretty_print_exception_and_export!
- primitives
- print
- print_help_when_mouse_clicked
- printf

- `private_methods`
- `proc`
- `process_mini_buffer`
- `process_repl`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `queue_flash`
- `queue_music`
- `queue_sound`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `really_light_gray`
- `red`
- `remove_instance_variable`
- `render_height`
- `render_width`
- `repl_before_after_cursor`
- `repl_clear`
- `repl_code_labels`
- `repl_code_line`
- `repl_code_lines`
- `repl_cursor_down`
- `repl_cursor_index`
- `repl_cursor_key`
- `repl_cursor_left`
- `repl_cursor_location`
- `repl_cursor_location_shifted`
- `repl_cursor_right`
- `repl_cursor_up`
- `repl_cursor_width`
- `repl_dismissed`
- `repl_enabled?`
- `repl_eval_buffer`
- `repl_eval_mini_buffer`
- `repl_file_name`
- `repl_instructions`
- `repl_labels`
- `repl_line_numbers`
- `repl_load`
- `repl_ordinal_cursor`
- `repl_save`

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

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Class: Object::Outputs

args.outputs

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

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

- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `raise`
- `raise_method_missing_better_error`
- `raise_with_caller`
- `rand`
- `remove_instance_variable`
- `respond_to?`
- `send`
- `serialize`
- `singleton_class`
- `singleton_methods`
- `solids`
- `solids=`
- `sounds`
- `sounds=`
- `sprintf`
- `sprites`
- `sprites=`
- `srand`
- `static_borders`
- `static_borders=`
- `static_labels`
- `static_labels=`
- `static_lines`
- `static_lines=`
- `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: Object::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?`
- `and`
- `angle`
- `angle=`
- `angle_given_point`
- `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`
- `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
- 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?`
- `numeric_or_default`
- `object_id`
- `one?`
- `open`
- `or`
- `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_down
- rect_shift_left
- rect_shift_right
- rect_shift_up
- reduce
- reject
- reject!
- reject_false
- reject_nil
- remove_instance_variable
- replace
- respond_to?
- reverse
- reverse!
- reverse_each
- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select
- select!
- self_rect
- 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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Class: Object::Primitive

Primitive.new

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

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

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

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Class: Primitive::Border

Border.new

- !
- !=
- !~
- ==
- ===
- 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
- ““““
- 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
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default

- `object_id`
- `open`
- `or`
- `p`
- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `putc`
- `r`
- `r=`
- `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`
- `valid?`
- `validate!`
- `w`
- `w=`
- `x`
- `x=`
- `y`
- `y=`
- `yield_self`

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Class: Primitive::Label

Label.new

- !
- !=
- !~
- ==
- ===
- 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
- ““““
- 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
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts

- puts
- r
- r=
- raise
- raise_method_missing_better_error
- raise_with_caller
- rand
- remove_instance_variable
- 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

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Class: Primitive::Line

Line.new

- !
- !=
- !~
- ==
- ===
- 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`
- `““““`
- `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`
- `here`
- `initialize`

- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- puts!
- r
- r=
- 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
- x
- x2
- x2=
- x=
- y
- y2
- y2=
- y=
- yield_self

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Class: Primitive::Solid

Solid.new

- !
- !=
- !~
- ==
- ===
- 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
- ““““

- 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
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda

- local_variables
- loop
- method_missing
- methods
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- puts!
- r
- r=
- 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
- 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`
- `__dragon_ruby_source_files__`
- `__dragon_ruby_string_contains_source_file_path__?`
- `__id__`
- `__method__`
- `__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
- here
- initialize
- initialize_copy
- inspect
- instance_eval
- instance_exec
- instance_of?
- instance_variable_defined?
- instance_variable_get
- instance_variable_set
- instance_variables
- is_a?
- iterator?
- itself
- kind_of?
- lambda
- local_variables
- loop
- method_missing
- methods

- nil?
- numeric_or_default
- object_id
- open
- or
- p
- 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
- 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

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Class: Object::Inputs

args.inputs

- !
- !=
- !~
- ==
- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- block_given?
- caller
- class
- class_defined?
- clone
- controller_one
- controller_two
- controllers
- controllers=

- `define_singleton_method`
- `dig`
- `dup`
- `enum_for`
- `eql?`
- `equal?`
- `extend`
- `fail`
- `fast_rand`
- `format`
- `freeze`
- `frozen?`
- `getc`
- `gets`
- `global_variables`
- `hash`
- `here`
- `initialize`
- `initialize_copy`
- `inspect`
- `instance_eval`
- `instance_exec`
- `instance_of?`
- `instance_variable_defined?`
- `instance_variable_get`
- `instance_variable_set`
- `instance_variables`
- `is_a?`
- `iterator?`
- `itself`
- `keyboard`
- `keyboard=`
- `kind_of?`
- `lambda`
- `local_variables`
- `loop`
- `method_missing`
- `methods`
- `mouse`
- `mouse=`
- `nil?`
- `numeric_or_default`
- `object_id`
- `open`
- `or`
- `p`

- `print`
- `printf`
- `private_methods`
- `proc`
- `protected_methods`
- `public_methods`
- `purge_class`
- `puts`
- `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: `Object::Controller`

args.inputs.controller_one

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

- `__caller_without_noise__`
- `__case_eqq`
- `__dragon_ruby_source_files__`
- `__dragon_ruby_string_contains_source_file_path__?`
- `__id__`
- `__method__`
- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `““““`
- `and`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `clear`
- `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
- 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
- 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?

- 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

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Class: Object::Controller

args.inputs.controller_two

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

- `__method__`
- `__pretty_print_exception__`
- `__printstr__`
- `__send__`
- `__supports_ivars__?`
- `_inspect`
- `““““`
- `and`
- `block_given?`
- `caller`
- `class`
- `class_defined?`
- `clear`
- `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`
- `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
- 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?
- 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

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Class: Object::Array

args.inputs.controllers

- !
- !=
- !~
- &
- *
- +
- -
- <<
- <=>
- ==
- ===
- 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?`
- `and`
- `angle`
- `angle=`
- `angle_given_point`
- `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`
- `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
- 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?
- numeric_or_default

- object_id
- one?
- open
- or
- 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_down
- rect_shift_left
- rect_shift_right
- rect_shift_up
- reduce
- reject
- reject!
- reject_false
- reject_nil
- remove_instance_variable
- replace
- respond_to?
- reverse
- reverse!
- reverse_each

- right
- rindex
- rotate
- rotate!
- sample
- scale_rect
- select
- select!
- self_rect
- 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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Class: Object::Keyboard

args.inputs.keyboard

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

- clone
- define_singleton_method
- dig
- dup
- enum_for
- eql?
- equal?
- extend
- fail
- fast_rand
- format
- freeze
- frozen?
- getc
- gets
- global_variables
- has_focus
- has_focus=
- 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
- key_down
- key_down=
- key_held
- key_held=
- key_up
- key_up=
- kind_of?
- lambda
- left_right
- local_variables
- loop
- method_missing
- methods

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

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Class: Object::Mouse

args.inputs.mouse

- !
- !=
- !~
- ==

- ===
- Array
- Float
- Hash
- Integer
- String
- __caller_without_noise__
- __case_eqq
- __dragon_ruby_source_files__
- __dragon_ruby_string_contains_source_file_path__?
- __id__
- __method__
- __pretty_print_exception__
- __printstr__
- __send__
- __supports_ivars__?
- _inspect
- ““““
- and
- block_given?
- caller
- class
- class_defined?
- 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

- 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=
- nil?
- numeric_or_default
- object_id
- open
- or
- p
- position
- previous_click
- previous_click=
- print
- printf
- private_methods
- proc
- protected_methods
- public_methods
- purge_class
- puts
- puts=
- 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`
- `up`
- `up=`
- `x`
- `x=`
- `y`
- `y=`
- `yield_self`

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