

# 1 CargoTraffic

1. beltCursor int
2. UpgradeBeltComponent builtin\_function\_or\_method
3. \_\_str\_\_ builtin\_function\_or\_method
4. splitterPool Array[SplitterComponent]
5. AlterBeltConnections builtin\_function\_or\_method
6. GetHashCode builtin\_function\_or\_method
7. RemoveBeltComponent builtin\_function\_or\_method
8. beltPool Array[BeltComponent]
9. \_CargoTraffic\_\_vecProj builtin\_function\_or\_method
10. \_\_class\_\_ type
11. Free builtin\_function\_or\_method
12. NewSplitterComponent builtin\_function\_or\_method
13. \_CargoTraffic\_\_SetSplitterCapacity builtin\_function\_or\_method
14. \_CargoTraffic\_\_splitterRecycle Array[int]
15. \_CargoTraffic\_\_pathRecycleCursor int
16. TryInsertItemAtHead builtin\_function\_or\_method
17. ConnectToSplitter builtin\_function\_or\_method
18. \_\_subclasshook\_\_ builtin\_function\_or\_method
19. ToString builtin\_function\_or\_method
20. \_CargoTraffic\_\_beltRecycleCursor int
21. \_CargoTraffic\_\_TrafficChangeWithPathConcat builtin\_function\_or\_method
22. \_CargoTraffic\_\_GeneratePathGeometry builtin\_function\_or\_method
23. pathPool Array[CargoPath]

- 24. `_CargoTraffic__pathRenderingBatch` `Array[PathRenderingBatch]`
- 25. `posTmp` `Array[Vector3]`
- 26. `_CargoTraffic__kPathBatchCount` `int`
- 27. `RemoveBeltRenderer` `builtin_function_or_method`
- 28. `_Object__obj_address` `str`
- 29. `_CargoTraffic__TrafficChangeWithPathSplit` `builtin_function_or_method`
- 30. `_CargoTraffic__us_tmp_inputIndex0` `int`
- 31. `_CargoTraffic__us_tmp_inputIndex1` `int`
- 32. `RemoveCargoPath` `builtin_function_or_method`
- 33. `_CargoTraffic__pathRecycle` `Array[int]`
- 34. `_Object__FieldGetter` `str`
- 35. `_CargoTraffic__SetBeltCapacity` `builtin_function_or_method`
- 36. `_CargoTraffic__splitterRecycleCursor` `int`
- 37. `__setattr__` `builtin_function_or_method`
- 38. `container` `CargoContainer`
- 39. `Finalize` `builtin_function_or_method`
- 40. `_CargoTraffic__kHalfSqrt2` `Single`
- 41. `factory` `PlanetFactory`
- 42. `_Object__FieldSetter` `str`
- 43. `_CargoTraffic__us_tmp_outputPath` `CargoPath`
- 44. `DebugPathCurves` `builtin_function_or_method`
- 45. `_CargoTraffic__tmpBeltAnchors` `Array[BeltAnchor]`
- 46. `_CargoTraffic__splitterCapacity` `int`
- 47. `kBeltThick` `Single`
- 48. `_CargoTraffic__vecProjN` `builtin_function_or_method`

- 49. NewCargoPath builtin\_function\_or\_method
- 50. DebugPathCurve builtin\_function\_or\_method
- 51. \_CargoTraffic\_\_beltCapacity int
- 52. pathCursor int
- 53. \_CargoTraffic\_\_kBeltBatchCount int
- 54. UpdateSplitter builtin\_function\_or\_method
- 55. \_CargoTraffic\_\_us\_tmp\_outputPath0 NoneType
- 56. AlterBeltRenderer builtin\_function\_or\_method
- 57. \_\_delattr\_\_ builtin\_function\_or\_method
- 58. PutItemOnBelt builtin\_function\_or\_method
- 59. GetBeltConnectedToSplitter builtin\_function\_or\_method
- 60. \_CargoTraffic\_\_us\_tmp\_inputCargo1 int
- 61. \_CargoTraffic\_\_us\_tmp\_inputCargo2 int
- 62. AlterPathRenderer builtin\_function\_or\_method
- 63. TryPickItem builtin\_function\_or\_method
- 64. \_CargoTraffic\_\_us\_tmp\_inputIndex2 int
- 65. DebugGUI builtin\_function\_or\_method
- 66. Import builtin\_function\_or\_method
- 67. \_CargoTraffic\_\_beltRenderingBatch Array[BeltRenderingBatch]
- 68. Draw builtin\_function\_or\_method
- 69. GetBezierArc builtin\_function\_or\_method
- 70. Equals builtin\_function\_or\_method
- 71. \_Object\_\_Finalize str
- 72. PickupBeltItems builtin\_function\_or\_method
- 73. \_\_doc\_\_ str

- 74. `_CargoTraffic__us_tmp_outputIdx` int
- 75. `__getattr__` builtin\_function\_or\_method
- 76. `splitterCursor` int
- 77. `_CargoTraffic__SetPathCapacity` builtin\_function\_or\_method
- 78. `DestroyRenderingBatches` builtin\_function\_or\_method
- 79. `_CargoTraffic__us_tmp_inputPath0` NoneType
- 80. `_CargoTraffic__us_tmp_inputPath1` NoneType
- 81. `_CargoTraffic__us_tmp_inputPath2` NoneType
- 82. `_CargoTraffic__TrafficChangeWithPathOpen` builtin\_function\_or\_method
- 83. `GameTick` builtin\_function\_or\_method
- 84. `GetType` builtin\_function\_or\_method
- 85. `planet` PlanetData
- 86. `TryPickItemAtRear` builtin\_function\_or\_method
- 87. `__hash__` builtin\_function\_or\_method
- 88. `_CargoTraffic__pathCapacity` int
- 89. `RefreshPathUV` builtin\_function\_or\_method
- 90. `NewBeltComponent` builtin\_function\_or\_method
- 91. `__reduce__` builtin\_function\_or\_method
- 92. `_Object__MemberwiseClone` str
- 93. `GetCargoPath` builtin\_function\_or\_method
- 94. `rotTmp` Array[Quaternion]
- 95. `_CargoTraffic__kInterval` Single
- 96. `_CargoTraffic__us_tmp_inputCargo` int
- 97. `__sizeof__` builtin\_function\_or\_method
- 98. `ReferenceEquals` builtin\_function\_or\_method

99. `_CargoTraffic__delInput` builtin\_function\_or\_method

100. `__init__` builtin\_function\_or\_method

101. `__reduce_ex__` builtin\_function\_or\_method

102. `__new__` builtin\_function\_or\_method

103. `_CargoTraffic__addInput` builtin\_function\_or\_method

104. `_CargoTraffic__TrafficChangeWithPathTrunc` builtin\_function\_or\_method

105. `MemberwiseClone` builtin\_function\_or\_method

106. `TryInsertItem` builtin\_function\_or\_method

107. `RemovePathRenderer` builtin\_function\_or\_method

108. `_CargoTraffic__us_tmp_inputCargo0` int

109. `CreateRenderingBatches` builtin\_function\_or\_method

110. `__repr__` builtin\_function\_or\_method

111. `_CargoTraffic__arrInputs` builtin\_function\_or\_method

112. `__format__` builtin\_function\_or\_method

113. `_CargoTraffic__us_tmp_inputPath` CargoPath

114. `RemoveSplitterComponent` builtin\_function\_or\_method

115. `HasCargoAtRear` builtin\_function\_or\_method

116. `_Object__InternalGetHashCode` str

117. `GetItemIdAtRear` builtin\_function\_or\_method

118. `Export` builtin\_function\_or\_method

119. `_CargoTraffic__beltRecycle` Array[int]

120. `DisconnectToSplitter` builtin\_function\_or\_method

## 2 DysonSphere

1. QueryLayerId builtin\_function\_or\_method
2. DrawPost builtin\_function\_or\_method
3. energyGenPerNode Int64
4. \_\_str\_\_ builtin\_function\_or\_method
5. rocketRecycle Array[int]
6. layerCount int
7. totalNodeCount int
8. GetHashCode builtin\_function\_or\_method
9. energyGenPerSail Int64
10. RemoveDysonNodeRData builtin\_function\_or\_method
11. \_\_class\_\_ type
12. Free builtin\_function\_or\_method
13. UpdateProgress builtin\_function\_or\_method
14. sunColor Color
15. RemoveDysonRocket builtin\_function\_or\_method
16. grossRadius Single
17. RocketGameTick builtin\_function\_or\_method
18. UpdateStates builtin\_function\_or\_method
19. defOrbitRadius Single
20. ToString builtin\_function\_or\_method
21. kMinOrbitInterval Single
22. \_DysonSphere\_\_cctor str
23. \_DysonSphere\_\_SetRocketCapacity builtin\_function\_or\_method

- 24. rocketRenderer DysonRocketRenderer
- 25. maxOrbitRadius Single
- 26. nrdCursor int
- 27. \_Object\_\_obj\_address str
- 28. RemoveNodeRocket builtin\_function\_or\_method
- 29. nrdBuffer ComputeBuffer
- 30. energyGenCurrentTick Int64
- 31. autoNodeCount int
- 32. DrawModel builtin\_function\_or\_method
- 33. \_Object\_\_FieldGetter str
- 34. avoidOrbitRadius Single
- 35. \_\_setattr\_\_ builtin\_function\_or\_method
- 36. Finalize builtin\_function\_or\_method
- 37. consumeRegister Array[int]
- 38. nrdCapacity int
- 39. energyGenCurrentTick\_Layers Int64
- 40. \_Object\_\_FieldSetter str
- 41. \_DysonSphere\_\_SetNrdCapacity builtin\_function\_or\_method
- 42. LayerExist builtin\_function\_or\_method
- 43. AddDysonNodeRData builtin\_function\_or\_method
- 44. FindNode builtin\_function\_or\_method
- 45. BeforeGameTick builtin\_function\_or\_method
- 46. minOrbitRadius Single
- 47. randSeed int
- 48. GetLayer builtin\_function\_or\_method

49. energyRespCoef Single  
50. nrdRecycleCursor int  
51. \_\_delattr\_\_ builtin\_function\_or\_method  
52. \_\_repr\_\_ builtin\_function\_or\_method  
53. CheckLayerRadius builtin\_function\_or\_method  
54. renderMaskS int  
55. FindShell builtin\_function\_or\_method  
56. energyReqCurrentTick Int64  
57. gameData GameData  
58. productRegister Array[int]  
59. Import builtin\_function\_or\_method  
60. AddLayer builtin\_function\_or\_method  
61. totalStructurePoint int  
62. renderMaskL int  
63. rocketPool Array[DysonRocket]  
64. NodePositionRelativeToStar builtin\_function\_or\_method  
65. Equals builtin\_function\_or\_method  
66. swarm DysonSwarm  
67. \_Object\_\_Finalize str  
68. \_\_doc\_\_ str  
69. nrdRecycle Array[int]  
70. \_\_getattr\_\_ builtin\_function\_or\_method  
71. QuerySwarmRadius builtin\_function\_or\_method  
72. layersIdBased Array[DysonSphereLayer]  
73. PickAutoNode builtin\_function\_or\_method



- 74. rocketCursor int
- 75. GameTick builtin\_function\_or\_method
- 76. emissionColor Color
- 77. ConstructSp builtin\_function\_or\_method
- 78. GetType builtin\_function\_or\_method
- 79. LayerSort builtin\_function\_or\_method
- 80. energyGenPerShell Int64
- 81. RemoveLayer builtin\_function\_or\_method
- 82. \_\_hash\_\_ builtin\_function\_or\_method
- 83. OrderConstructSp builtin\_function\_or\_method
- 84. modelRenderer DysonSphereSegmentRenderer
- 85. rocketCapacity int
- 86. energyGenCurrentTick\_Swarm Int64
- 87. nrdPool Array[DysonNodeRData]
- 88. RemoveAutoNode builtin\_function\_or\_method
- 89. \_\_reduce\_\_ builtin\_function\_or\_method
- 90. \_Object\_\_MemberwiseClone str
- 91. AddDysonRocket builtin\_function\_or\_method
- 92. Init builtin\_function\_or\_method
- 93. \_\_sizeof\_\_ builtin\_function\_or\_method
- 94. ReferenceEquals builtin\_function\_or\_method
- 95. \_\_init\_\_ builtin\_function\_or\_method
- 96. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
- 97. \_\_new\_\_ builtin\_function\_or\_method
- 98. \_\_format\_\_ builtin\_function\_or\_method

- 99. gravity Single
- 100. rocketRecycleCursor int
- 101. MemberwiseClone builtin\_function\_or\_method
- 102. CheckSwarmRadius builtin\_function\_or\_method
- 103. kAutoNodeMax int
- 104. ArrangeAutoNodes builtin\_function\_or\_method
- 105. QueryLayerRadius builtin\_function\_or\_method
- 106. ResetNew builtin\_function\_or\_method
- 107. totalConstructedPoint int
- 108. kMaxLayerCount int
- 109. renderPlace ERenderPlace
- 110. CheckAutoNodes builtin\_function\_or\_method
- 111. \_Object\_\_InternalGetHashCode str
- 112. energyGenPerFrame Int64
- 113. autoNodes Array[DysonNode]
- 114. starData StarData
- 115. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 116. Export builtin\_function\_or\_method
- 117. layersSorted Array[DysonSphereLayer]

### **3 EStarType**

- 1. \_\_ror\_\_ builtin\_function\_or\_method
- 2. \_Enum\_\_ctor str
- 3. ToUInt16 builtin\_function\_or\_method
- 4. CompareTo builtin\_function\_or\_method

5. GetHashCode builtin\_function\_or\_method
6. \_Enum\_\_get\_underlying\_type str
7. \_\_lt\_\_ builtin\_function\_or\_method
8. \_Enum\_\_System.IConvertible.ToDouble str
9. ToByte builtin\_function\_or\_method
10. \_Enum\_\_System.IConvertible.ToType str
11. \_\_class\_\_ type
12. \_Enum\_\_FormatSpecifier\_X str
13. \_\_str\_\_ builtin\_function\_or\_method
14. ToInt32 builtin\_function\_or\_method
15. GiantStar EStarType
16. \_Enum\_\_System.IConvertible.ToChar str
17. \_ValueType\_\_InternalEquals str
18. \_Enum\_\_FormatFlags str
19. \_\_subclasshook\_\_ builtin\_function\_or\_method
20. ToString builtin\_function\_or\_method
21. \_Enum\_\_System.IConvertible.ToUInt64 str
22. \_Enum\_\_System.IConvertible.ToInt32 str
23. \_\_gt\_\_ builtin\_function\_or\_method
24. \_\_rxor\_\_ builtin\_function\_or\_method
25. \_Enum\_\_System.IConvertible.ToDateTime str
26. \_\_nonzero\_\_ builtin\_function\_or\_method
27. \_ValueType\_\_\_.ctor str
28. \_Enum\_\_System.IConvertible.ToByte str
29. Parse builtin\_function\_or\_method

- 30. `_ValueType__InternalGetHashCode` str
- 31. `_Object__obj_address` str
- 32. `ToUInt32` builtin\_function\_or\_method
- 33. `_Enum__System.IConvertible.ToSByte` str
- 34. `_Enum__System.IConvertible.ToDecimal` str
- 35. `_Object__FieldGetter` str
- 36. `ToInt16` builtin\_function\_or\_method
- 37. `__rand__` builtin\_function\_or\_method
- 38. `__setattr__` builtin\_function\_or\_method
- 39. `Finalize` builtin\_function\_or\_method
- 40. `GetValues` builtin\_function\_or\_method
- 41. `GetTypeCode` builtin\_function\_or\_method
- 42. `_Object__FieldSetter` str
- 43. `__ne__` builtin\_function\_or\_method
- 44. `_Enum__System.IConvertible.ToSingle` str
- 45. `WhiteDwarf` EStarType
- 46. `BlackHole` EStarType
- 47. `_Enum__compare_value_to` str
- 48. `GetNames` builtin\_function\_or\_method
- 49. `_Enum__split_char` str
- 50. `_Enum__System.IConvertible.ToUInt16` str
- 51. `ToInt64` builtin\_function\_or\_method
- 52. `_Enum__GetValue` str
- 53. `__xor__` builtin\_function\_or\_method
- 54. `__delattr__` builtin\_function\_or\_method

- 55. `__repr__` builtin\_function\_or\_method
- 56. `_Enum__FindName` str
- 57. `_ValueType__DefaultEquals` str
- 58. `NeutronStar` EStarType
- 59. `_Enum__cctor` str
- 60. `ToChar` builtin\_function\_or\_method
- 61. `__and__` builtin\_function\_or\_method
- 62. `_Enum__Value` str
- 63. `Equals` builtin\_function\_or\_method
- 64. `_Object__Finalize` str
- 65. `__doc__` str
- 66. `MainSeqStar` EStarType
- 67. `__invert__` builtin\_function\_or\_method
- 68. `__getattr__` builtin\_function\_or\_method
- 69. `__eq__` builtin\_function\_or\_method
- 70. `_Enum__System.IConvertible.ToUInt32` str
- 71. `GetType` builtin\_function\_or\_method
- 72. `__le__` builtin\_function\_or\_method
- 73. `__hash__` builtin\_function\_or\_method
- 74. `__ge__` builtin\_function\_or\_method
- 75. `_Enum__System.IConvertible.ToInt64` str
- 76. `__reduce__` builtin\_function\_or\_method
- 77. `_Object__MemberwiseClone` str
- 78. `IsDefined` builtin\_function\_or\_method
- 79. `ToDouble` builtin\_function\_or\_method

- 80. `_Enum__FindPosition` str
- 81. `__sizeof__` builtin\_function\_or\_method
- 82. `ReferenceEquals` builtin\_function\_or\_method
- 83. `__init__` builtin\_function\_or\_method
- 84. `ToDecimal` builtin\_function\_or\_method
- 85. `__reduce_ex__` builtin\_function\_or\_method
- 86. `__new__` builtin\_function\_or\_method
- 87. `Format` builtin\_function\_or\_method
- 88. `ToObject` builtin\_function\_or\_method
- 89. `__format__` builtin\_function\_or\_method
- 90. `_Enum__get_Value` str
- 91. `MemberwiseClone` builtin\_function\_or\_method
- 92. `ToType` builtin\_function\_or\_method
- 93. `_Enum__System.IConvertible.ToBoolean` str
- 94. `value__` int
- 95. `_Enum__get_hashcode` str
- 96. `GetName` builtin\_function\_or\_method
- 97. `_Enum__get_value` str
- 98. `ToUInt64` builtin\_function\_or\_method
- 99. `_Enum__System.IConvertible.ToInt16` str
- 100. `__or__` builtin\_function\_or\_method
- 101. `ToDateTime` builtin\_function\_or\_method
- 102. `ToBoolean` builtin\_function\_or\_method
- 103. `ToSByte` builtin\_function\_or\_method
- 104. `GetUnderlyingType` builtin\_function\_or\_method

- 105. `_Object__InternalGetHashCode` str
- 106. `ToSingle` builtin\_function\_or\_method

## 4 FactoryAudio

- 1. `__format__` builtin\_function\_or\_method
- 2. `_Object__IsNativeObjectAlive` str
- 3. `__str__` builtin\_function\_or\_method
- 4. `SendMessage` builtin\_function\_or\_method
- 5. `GetHashCode` builtin\_function\_or\_method
- 6. `_Object__InternalInstantiateSingleWithParent_Injected` str
- 7. `_FactoryAudio__Update` builtin\_function\_or\_method
- 8. `GetComponentInParent` GenericBuiltinFunction
- 9. `__class__` type
- 10. `Free` builtin\_function\_or\_method
- 11. `_Object__CheckNullArgument` str
- 12. `GetComponents` GenericBuiltinFunction
- 13. `_FactoryAudio__OnEntityDestruct` builtin\_function\_or\_method
- 14. `_FactoryAudio__OnEntityBuild` builtin\_function\_or\_method
- 15. `hideFlags` HideFlags
- 16. `DontDestroyOnLoad` builtin\_function\_or\_method
- 17. `FindObjectsOfTypeIncludingAssets` builtin\_function\_or\_method
- 18. `Instantiate` GenericBuiltinFunction
- 19. `_MonoBehaviour__GetScriptClassName` str
- 20. `_MonoBehaviour__InvokeDelayed` str
- 21. `__subclasshook__` builtin\_function\_or\_method

- 22. ToString builtin\_function\_or\_method
- 23. GetComponentInChildren GenericBuiltinFunction
- 24. CompareTag builtin\_function\_or\_method
- 25. \_Component\_\_GetComponentForListInternal str
- 26. name str
- 27. IsInvoking builtin\_function\_or\_method
- 28. \_Object\_\_EnsureRunningOnMainThread str
- 29. \_Object\_\_FindObjectFromInstanceID str
- 30. \_Object\_\_obj\_address str
- 31. GetInstanceID builtin\_function\_or\_method
- 32. StartCoroutine\_Auto builtin\_function\_or\_method
- 33. Destroy builtin\_function\_or\_method
- 34. \_Object\_\_FieldGetter str
- 35. \_\_setattr\_\_ builtin\_function\_or\_method
- 36. \_Object\_\_ctor str
- 37. \_Object\_\_GetOffsetOfInstanceIDInCPlusPlusObject str
- 38. \_MonoBehaviour\_\_Internal\_IsInvokingAll str
- 39. \_Object\_\_FieldSetter str
- 40. print str
- 41. \_\_ne\_\_ builtin\_function\_or\_method
- 42. useGUILayout bool
- 43. StopCoroutine builtin\_function\_or\_method
- 44. \_MonoBehaviour\_\_Internal\_CancelInvokeAll str
- 45. \_Object\_\_GetCachedPtr str
- 46. \_\_hash\_\_ builtin\_function\_or\_method



- 47. `_Object__cloneDestroyedMessage` str
- 48. `_FactoryAudio__frameAudioCount` int
- 49. `_Object__Internal_InstantiateSingleWithParent` str
- 50. `_Object__OffsetOfInstanceIDInCPlusPlusObject` str
- 51. `_Object__DoesObjectWithInstanceIDExist` str
- 52. `__delattr__` builtin\_function\_or\_method
- 53. `_Object__GetName` str
- 54. `_MonoBehaviour__StartCoroutineManaged2` str
- 55. `_Object__CurrentThreadIsMainThread` str
- 56. `FindObjectsOfTypeAll` builtin\_function\_or\_method
- 57. `onPlanet` bool
- 58. `DestroyObject` builtin\_function\_or\_method
- 59. `_MonoBehaviour__StopCoroutineFromEnumeratorManaged` str
- 60. `_Object__CompareBaseObjects` str
- 61. `transform` Transform
- 62. `isActiveAndEnabled` bool
- 63. `StopAllCoroutines` builtin\_function\_or\_method
- 64. `_Object__ToString` str
- 65. `Equals` builtin\_function\_or\_method
- 66. `StartCoroutine` builtin\_function\_or\_method
- 67. `_Object__Finalize` str
- 68. `__doc__` str
- 69. `_MonoBehaviour__IsInvoking` str
- 70. `BroadcastMessage` builtin\_function\_or\_method
- 71. `__reduce__` builtin\_function\_or\_method

- 72. `_Object__MemberwiseClone` str
- 73. `CancelInvoke` builtin\_function\_or\_method
- 74. `SendMessageUpwards` builtin\_function\_or\_method
- 75. `GetComponent` GenericBuiltinFunction
- 76. `__eq__` builtin\_function\_or\_method
- 77. `_MonoBehaviour__StartCoroutineManaged` str
- 78. `FindSceneObjectsOfType` builtin\_function\_or\_method
- 79. `GetType` builtin\_function\_or\_method
- 80. `enabled` bool
- 81. `_MonoBehaviour__CancelInvoke` str
- 82. `planet` PlanetData
- 83. `tag` str
- 84. `_Object__Internal_CloneSingle` str
- 85. `_Object__Internal_InstantiateSingle` str
- 86. `_Object__Internal_InstantiateSingle_Injected` str
- 87. `_Object__m_CachedPtr` str
- 88. `_Object__Internal_CloneSingleWithParent` str
- 89. `_Component__GetComponentFastPath` str
- 90. `FindObjectsOfType` GenericBuiltinFunction
- 91. `_MonoBehaviour__StopCoroutineManaged` str
- 92. `Init` builtin\_function\_or\_method
- 93. `FindObjectOfType` GenericBuiltinFunction
- 94. `__sizeof__` builtin\_function\_or\_method
- 95. `ReferenceEquals` builtin\_function\_or\_method
- 96. `__init__` builtin\_function\_or\_method

- 97. `__reduce_ex__` builtin\_function\_or\_method
- 98. `__new__` builtin\_function\_or\_method
- 99. `Invoke` builtin\_function\_or\_method
- 100. `_Object__SetName` str
- 101. `GetComponentInChildren` GenericBuiltinFunction
- 102. `MemberwiseClone` builtin\_function\_or\_method
- 103. `_Object__objectIsNullMessage` str
- 104. `InvokeRepeating` builtin\_function\_or\_method
- 105. `__repr__` builtin\_function\_or\_method
- 106. `_MonoBehaviour__IsObjectMonoBehaviour` str
- 107. `gameObject` GameObject
- 108. `__getattr__` builtin\_function\_or\_method
- 109. `DestroyImmediate` builtin\_function\_or\_method
- 110. `Finalize` builtin\_function\_or\_method
- 111. `_Object__InternalGetHashCode` str
- 112. `GetComponentsInParent` GenericBuiltinFunction

## 5 FactoryStorage

- 1. `_FactoryStorage__storageRecycleCursor` int
- 2. `GetType` builtin\_function\_or\_method
- 3. `__str__` builtin\_function\_or\_method
- 4. `__getattr__` builtin\_function\_or\_method
- 5. `_Object__MemberwiseClone` str
- 6. `Equals` builtin\_function\_or\_method
- 7. `SetTankBelt` builtin\_function\_or\_method

8. `_FactoryStorage__tankRecycleCursor` int
9. `storageCursor` int
10. `storagePool` Array[StorageComponent]
11. `NewTankComponent` builtin\_function\_or\_method
12. `GetHashCode` builtin\_function\_or\_method
13. `Import` builtin\_function\_or\_method
14. `__sizeof__` builtin\_function\_or\_method
15. `ReferenceEquals` builtin\_function\_or\_method
16. `_Object__FieldGetter` str
17. `__init__` builtin\_function\_or\_method
18. `factory` PlanetFactory
19. `__setattr__` builtin\_function\_or\_method
20. `GetStorageComponent` builtin\_function\_or\_method
21. `_FactoryStorage__tankCapacity` int
22. `Finalize` builtin\_function\_or\_method
23. `__format__` builtin\_function\_or\_method
24. `__class__` type
25. `Free` builtin\_function\_or\_method
26. `_Object__FieldSetter` str
27. `MemberwiseClone` builtin\_function\_or\_method
28. `_FactoryStorage__storageCapacity` int
29. `_Object__Finalize` str
30. `RemoveStorageComponent` builtin\_function\_or\_method
31. `__doc__` str
32. `__repr__` builtin\_function\_or\_method

- 33. `_FactoryStorage__SetStorageCapacity` builtin\_function\_or\_method
- 34. `__reduce__` builtin\_function\_or\_method
- 35. `SetTankNextTarget` builtin\_function\_or\_method
- 36. `NewStorageComponent` builtin\_function\_or\_method
- 37. `tankPool` `Array[TankComponent]`
- 38. `__subclasshook__` builtin\_function\_or\_method
- 39. `ToString` builtin\_function\_or\_method
- 40. `_FactoryStorage__storageRecycle` `Array[int]`
- 41. `SetStorageNext` builtin\_function\_or\_method
- 42. `__reduce_ex__` builtin\_function\_or\_method
- 43. `__new__` builtin\_function\_or\_method
- 44. `_FactoryStorage__SetTankCapacity` builtin\_function\_or\_method
- 45. `GameTick` builtin\_function\_or\_method
- 46. `TryTakeBackItems_Storage` builtin\_function\_or\_method
- 47. `_Object__InternalGetHashCode` str
- 48. `ArrangeStorageConns` builtin\_function\_or\_method
- 49. `DisconnectToTank` builtin\_function\_or\_method
- 50. `_FactoryStorage__tankRecycle` `Array[int]`
- 51. `planet` `PlanetData`
- 52. `__delattr__` builtin\_function\_or\_method
- 53. `Export` builtin\_function\_or\_method
- 54. `RemoveTankComponent` builtin\_function\_or\_method
- 55. `__hash__` builtin\_function\_or\_method
- 56. `tankCursor` int
- 57. `_Object__obj_address` str
- 58. `TakeBackItems_Storage` builtin\_function\_or\_method

## 6 Flare

1. FindObjectsOfTypeAll builtin\_function\_or\_method
2. GetInstanceID builtin\_function\_or\_method
3. \_\_ne\_\_ builtin\_function\_or\_method
4. \_Object\_\_Internal\_InstantiateSingle\_Injected str
5. DestroyObject builtin\_function\_or\_method
6. \_Object\_\_IsNativeObjectAlive str
7. \_Object\_\_m\_CachedPtr str
8. \_Object\_\_CompareBaseObjects str
9. \_Object\_\_Internal\_CloneSingleWithParent str
10. \_\_getattr\_\_ builtin\_function\_or\_method
11. FindObjectsOfType GenericBuiltinFunction
12. Equals builtin\_function\_or\_method
13. FindObjectOfType GenericBuiltinFunction
14. GetHashCode builtin\_function\_or\_method
15. Destroy builtin\_function\_or\_method
16. \_\_sizeof\_\_ builtin\_function\_or\_method
17. ReferenceEquals builtin\_function\_or\_method
18. \_Object\_\_FieldGetter str
19. \_\_init\_\_ builtin\_function\_or\_method
20. \_\_setattr\_\_ builtin\_function\_or\_method
21. \_Object\_\_Internal\_InstantiateSingleWithParent\_Injected str
22. \_Object\_\_ctor str
23. \_\_new\_\_ builtin\_function\_or\_method

- 24. Finalize builtin\_function\_or\_method
- 25. \_Object\_\_SetName str
- 26. \_\_format\_\_ builtin\_function\_or\_method
- 27. \_\_class\_\_ type
- 28. \_Object\_\_CheckNullArgument str
- 29. \_Object\_\_FieldSetter str
- 30. MemberwiseClone builtin\_function\_or\_method
- 31. \_Object\_\_Finalize str
- 32. hideFlags HideFlags
- 33. \_Object\_\_objectIsNullMessage str
- 34. \_\_str\_\_ builtin\_function\_or\_method
- 35. \_\_repr\_\_ builtin\_function\_or\_method
- 36. GetType builtin\_function\_or\_method
- 37. DontDestroyOnLoad builtin\_function\_or\_method
- 38. FindObjectsOfTypeIncludingAssets builtin\_function\_or\_method
- 39. \_Object\_\_ToString str
- 40. Instantiate GenericBuiltinFunction
- 41. \_Object\_\_GetCachedPtr str
- 42. \_Object\_\_MemberwiseClone str
- 43. \_\_hash\_\_ builtin\_function\_or\_method
- 44. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 45. ToString builtin\_function\_or\_method
- 46. \_Object\_\_cloneDestroyedMessage str
- 47. DestroyImmediate builtin\_function\_or\_method
- 48. \_\_reduce\_\_ builtin\_function\_or\_method

- 49. `__eq__` builtin\_function\_or\_method
- 50. `__reduce_ex__` builtin\_function\_or\_method
- 51. `_Object__InternalInstantiateSingleWithParent` str
- 52. `FindSceneObjectsOfType` builtin\_function\_or\_method
- 53. `_Object__OffsetOfInstanceIDInCPlusPlusObject` str
- 54. `name` str
- 55. `_Object__GetName` str
- 56. `_Flare__Internal_Create` builtin\_function\_or\_method
- 57. `_Object__InternalGetHashCode` str
- 58. `_Object__DoesObjectWithInstanceIDExist` str
- 59. `__doc__` str
- 60. `__delattr__` builtin\_function\_or\_method
- 61. `_Object__obj_address` str
- 62. `_Object__GetOffsetOfInstanceIDInCPlusPlusObject` str
- 63. `_Object__Internal_CloneSingle` str
- 64. `_Object__EnsureRunningOnMainThread` str
- 65. `_Object__FindObjectFromInstanceID` str
- 66. `_Object__InternalInstantiateSingle` str
- 67. `_Object__CurrentThreadIsMainThread` str

## 7 GalaxyData

- 1. `birthStarId` int
- 2. `UpdatePoses` builtin\_function\_or\_method
- 3. `__str__` builtin\_function\_or\_method
- 4. `__getattr__` builtin\_function\_or\_method



5. `_Object__MemberwiseClone` str
6. `Equals` builtin\_function\_or\_method
7. `StarById` builtin\_function\_or\_method
8. `seed` int
9. `GetHashCode` builtin\_function\_or\_method
10. `__sizeof__` builtin\_function\_or\_method
11. `ReferenceEquals` builtin\_function\_or\_method
12. `_Object__FieldGetter` str
13. `__init__` builtin\_function\_or\_method
14. `__setattr__` builtin\_function\_or\_method
15. `UnloadAll` builtin\_function\_or\_method
16. `__new__` builtin\_function\_or\_method
17. `Finalize` builtin\_function\_or\_method
18. `__format__` builtin\_function\_or\_method
19. `__class__` type
20. `Free` builtin\_function\_or\_method
21. `_Object__FieldSetter` str
22. `MemberwiseClone` builtin\_function\_or\_method
23. `birthPlanetId` int
24. `stars` Array[StarData]
25. `_Object__Finalize` str
26. `__doc__` str
27. `LY` float
28. `starCount` int
29. `__subclasshook__` builtin\_function\_or\_method

- 30. ToString builtin\_function\_or\_method
- 31. habitableCount int
- 32. graphNodes Array[StarGraphNode]
- 33. \_\_reduce\_\_ builtin\_function\_or\_method
- 34. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
- 35. \_Object\_\_InternalGetHashCode str
- 36. GetType builtin\_function\_or\_method
- 37. \_\_delattr\_\_ builtin\_function\_or\_method
- 38. \_\_repr\_\_ builtin\_function\_or\_method
- 39. astroPoses Array[AstroPose]
- 40. \_\_hash\_\_ builtin\_function\_or\_method
- 41. AU float
- 42. PlanetById builtin\_function\_or\_method
- 43. \_Object\_\_obj\_address str

## 8 GameData

- 1. \_\_str\_\_ builtin\_function\_or\_method
- 2. \_GameData\_\_hidePlayerModeljk\_\_BackingField str
- 3. OnActivePlanetLoaded builtin\_function\_or\_method
- 4. GetHashCode builtin\_function\_or\_method
- 5. \_GameData\_\_set\_mainPlayer builtin\_function\_or\_method
- 6. galaxy GalaxyData
- 7. Update builtin\_function\_or\_method
- 8. guideMission NoneType
- 9. \_\_subclasshook\_\_ builtin\_function\_or\_method

10. ToString builtin\_function\_or\_method
11. disableController bool
12. guideComplete bool
13. \_GameData\_\_mainPlayer\_k\_\_BackingField str
14. screenshot NoneType
15. \_Object\_\_obj\_address str
16. GetType builtin\_function\_or\_method
17. gameName str
18. SetReady builtin\_function\_or\_method
19. DetermineRelative builtin\_function\_or\_method
20. Destroy builtin\_function\_or\_method
21. \_Object\_\_FieldGetter str
22. \_\_setattr\_\_ builtin\_function\_or\_method
23. preferences GamePrefsData
24. Finalize builtin\_function\_or\_method
25. \_Object\_\_FieldSetter str
26. mainPlayer Player
27. warningSystem WarningSystem
28. \_GameData\_\_disableController\_k\_\_BackingField str
29. SetForNewGame builtin\_function\_or\_method
30. CreateDysonSphere builtin\_function\_or\_method
31. EndStandardModeGuide builtin\_function\_or\_method
32. localStar StarData
33. NewGame builtin\_function\_or\_method
34. \_\_delattr\_\_ builtin\_function\_or\_method

35. `__repr__` builtin\_function\_or\_method

36. `_GameData__set_localPlanet` builtin\_function\_or\_method

37. `GetOrCreateFactory` builtin\_function\_or\_method

38. `DetermineLocalPlanet` builtin\_function\_or\_method

39. `__class__` type

40. `Import` builtin\_function\_or\_method

41. `statistics` GameStatData

42. `gameDesc` GameDesc

43. `Equals` builtin\_function\_or\_method

44. `_Object__Finalize` str

45. `__doc__` str

46. `StartStandardModeGuide` builtin\_function\_or\_method

47. `__reduce__` builtin\_function\_or\_method

48. `_GameData__demoTicked` bool

49. `OnPostDraw` builtin\_function\_or\_method

50. `factories` Array[PlanetFactory]

51. `GameTick` builtin\_function\_or\_method

52. `LeaveStar` builtin\_function\_or\_method

53. `OnDraw` builtin\_function\_or\_method

54. `_GameData__set_guideMission` builtin\_function\_or\_method

55. `__hash__` builtin\_function\_or\_method

56. `_GameData__localPlanet_k__BackingField` str

57. `history` GameHistoryData

58. `__getattr__` builtin\_function\_or\_method

59. `_Object__MemberwiseClone` str

- 60. GetNearestStarPlanet builtin\_function\_or\_method
- 61. \_\_sizeof\_\_ builtin\_function\_or\_method
- 62. ReferenceEquals builtin\_function\_or\_method
- 63. \_\_init\_\_ builtin\_function\_or\_method
- 64. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
- 65. \_\_new\_\_ builtin\_function\_or\_method
- 66. ArrivePlanet builtin\_function\_or\_method
- 67. LeavePlanet builtin\_function\_or\_method
- 68. \_\_format\_\_ builtin\_function\_or\_method
- 69. MemberwiseClone builtin\_function\_or\_method
- 70. SkipStandardModeGuide builtin\_function\_or\_method
- 71. \_GameData\_\_set\_localStar builtin\_function\_or\_method
- 72. relativePos VectorLF3
- 73. dysonSpheres Array[DysonSphere]
- 74. hidePlayerModel bool
- 75. ArriveStar builtin\_function\_or\_method
- 76. galacticTransport GalacticTransport
- 77. relativeRot Quaternion
- 78. \_GameData\_\_localStar\_\_BackingField str
- 79. OnActivePlanetFactoryLoaded builtin\_function\_or\_method
- 80. \_GameData\_\_guideMission\_\_BackingField str
- 81. \_Object\_\_InternalGetHashCode str
- 82. InitLandingPlace builtin\_function\_or\_method
- 83. guideRunning bool
- 84. factoryCount int

- 85. Export builtin\_function\_or\_method
- 86. localPlanet PlanetData

## 9 GameHistoryData

- 1. CanEnqueueTechIgnoreFull builtin\_function\_or\_method
- 2. \_\_str\_\_ builtin\_function\_or\_method
- 3. VarifyCurrentTech builtin\_function\_or\_method
- 4. logisticDroneCarries int
- 5. GetHashCode builtin\_function\_or\_method
- 6. buildMaxHeight Single
- 7. UnlockTutorial builtin\_function\_or\_method
- 8. universeMatrixPointUploaded Int64
- 9. \_\_class\_\_ type
- 10. UnlockTechFunction builtin\_function\_or\_method
- 11. featureKeys HashSet[int]
- 12. dysonSphereSystemUnlocked bool
- 13. HasFeatureKey builtin\_function\_or\_method
- 14. MarkItemBuilt builtin\_function\_or\_method
- 15. logisticDroneSpeedModified Single
- 16. solarEnergyLossRate Single
- 17. techQueue Array[int]
- 18. logisticShipSailSpeed Single
- 19. \_GameHistoryData\_\_AlterCurrentTech builtin\_function\_or\_method
- 20. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 21. ToString builtin\_function\_or\_method

- 22. inserterStackCount int
- 23. logisticShipWarpSpeedModified Single
- 24. CanEnqueueTech builtin\_function\_or\_method
- 25. currentTech int
- 26. \_GameHistoryData\_\_onTechUnlocked Action[int, int]
- 27. IsItemBuilt builtin\_function\_or\_method
- 28. TechState builtin\_function\_or\_method
- 29. logisticShipWarpDrive bool
- 30. GainTechAwards builtin\_function\_or\_method
- 31. MAX\_STORAGE\_LEVEL int
- 32. logisticDroneSpeedScale Single
- 33. ItemUnlocked builtin\_function\_or\_method
- 34. MAX\_LAB\_LEVEL int
- 35. \_GameHistoryData\_\_kUltraPhotonKeyTechId int
- 36. UnlockRecipe builtin\_function\_or\_method
- 37. TechInQueue builtin\_function\_or\_method
- 38. \_GameHistoryData\_\_currentTech\_k\_\_BackingField str
- 39. VaryTechQueue builtin\_function\_or\_method
- 40. solarSailLife Single
- 41. \_Object\_\_FieldGetter str
- 42. UnlockTech builtin\_function\_or\_method
- 43. logisticShipSailSpeedModified Single
- 44. \_\_setattr\_\_ builtin\_function\_or\_method
- 45. Finalize builtin\_function\_or\_method
- 46. \_Object\_\_FieldSetter str

47. recipeUnlocked HashSet[int]  
48. RemoveTechInQueue builtin\_function\_or\_method  
49. logisticDroneSpeed Single  
50. techSpeed int  
51. \_GameHistoryData\_\_kDysonSphereSystemKeyTechId int  
52. tutorialUnlocked HashSet[int]  
53. techQueueLength int  
54. PreTechUnlocked builtin\_function\_or\_method  
55. \_\_delattr\_\_ builtin\_function\_or\_method  
56. TechUnlocked builtin\_function\_or\_method  
57. \_Object\_\_obj\_address str  
58. ImplicitPreTechRequired builtin\_function\_or\_method  
59. \_\_repr\_\_ builtin\_function\_or\_method  
60. autoManageLabItems bool  
61. universeObserveLevel int  
62. ArrangeTechQueue builtin\_function\_or\_method  
63. PauseTechQueue builtin\_function\_or\_method  
64. gameData GameData  
65. Import builtin\_function\_or\_method  
66. SetForNewGame builtin\_function\_or\_method  
67. logisticShipWarpSpeed Single  
68. UnregFeatureKey builtin\_function\_or\_method  
69. Equals builtin\_function\_or\_method  
70. \_Object\_\_Finalize str  
71. DequeueTech builtin\_function\_or\_method



- 72. `__doc__` str
- 73. `EnqueueTech` builtin\_function\_or\_method
- 74. `AfterTick` builtin\_function\_or\_method
- 75. `logisticShipSpeedScale` Single
- 76. `PrepareTick` builtin\_function\_or\_method
- 77. `dysonNodeLatitude` Single
- 78. `onTechUnlocked` BoundEvent
- 79. `useIonLayer` bool
- 80. `labLevel` int
- 81. `GetType` builtin\_function\_or\_method
- 82. `logisticShipCarries` int
- 83. `miningSpeedScale` Single
- 84. `TutorialUnlocked` builtin\_function\_or\_method
- 85. `__hash__` builtin\_function\_or\_method
- 86. `__Object__InternalGetHashCode` str
- 87. `CheckTechAtQueueIndex` builtin\_function\_or\_method
- 88. `Free` builtin\_function\_or\_method
- 89. `__reduce__` builtin\_function\_or\_method
- 90. `__Object__MemberwiseClone` str
- 91. `Init` builtin\_function\_or\_method
- 92. `TechQueuedCount` builtin\_function\_or\_method
- 93. `ReferenceEquals` builtin\_function\_or\_method
- 94. `__sizeof__` builtin\_function\_or\_method
- 95. `__init__` builtin\_function\_or\_method
- 96. `miningCostRate` Single

- 97. `__reduce_ex__` builtin\_function\_or\_method
- 98. `__new__` builtin\_function\_or\_method
- 99. `__format__` builtin\_function\_or\_method
- 100. `MemberwiseClone` builtin\_function\_or\_method
- 101. `storageLevel` int
- 102. `__getattr__` builtin\_function\_or\_method
- 103. `_GameHistoryData__set_currentTech` builtin\_function\_or\_method
- 104. `RegFeatureKey` builtin\_function\_or\_method
- 105. `NotifyTechUnlock` builtin\_function\_or\_method
- 106. `AddTechHash` builtin\_function\_or\_method
- 107. `missionAccomplished` bool
- 108. `techStates` Dictionary[int, TechState]
- 109. `Export` builtin\_function\_or\_method
- 110. `RecipeUnlocked` builtin\_function\_or\_method
- 111. `ultraPhotonUnlocked` bool
- 112. `ResumeTechQueue` builtin\_function\_or\_method

## 10 GameMain

- 1. `_GameMain___loading` bool
- 2. `__format__` builtin\_function\_or\_method
- 3. `_Object__IsNativeObjectAlive` str
- 4. `__str__` builtin\_function\_or\_method
- 5. `FindObjectOfType` GenericBuiltinFunction
- 6. `SendMessage` builtin\_function\_or\_method
- 7. `GetHashCode` builtin\_function\_or\_method

8. galaxy GalaxyData
9. \_Object\_\_InternalInstantiateSingleWithParent\_Injected str
10. Resume builtin\_function\_or\_method
11. gameTime float
12. GetComponentInParent GenericBuiltinFunction
13. \_\_class\_\_ type
14. \_Object\_\_CheckNullArgument str
15. GetComponents GenericBuiltinFunction
16. \_GameMain\_\_onGameEnded Action
17. hideFlags HideFlags
18. tickDeltaTime float
19. DontDestroyOnLoad builtin\_function\_or\_method
20. FindObjectsOfTypeIncludingAssets builtin\_function\_or\_method
21. Instantiate GenericBuiltinFunction
22. \_MonoBehaviour\_\_GetScriptClassName str
23. gpuiManager GPUInstancingManager
24. \_MonoBehaviour\_\_InvokeDelayed str
25. \_\_subclasshook\_\_ builtin\_function\_or\_method
26. ToString builtin\_function\_or\_method
27. GetComponentsInChildren GenericBuiltinFunction
28. CompareTag builtin\_function\_or\_method
29. \_Component\_\_GetComponentsForListInternal str
30. name str
31. IsInvoking builtin\_function\_or\_method
32. universeSimulator UniverseSimulator

- 33. `isNull` bool
- 34. `_Object__EnsureRunningOnMainThread` str
- 35. `_Object__FindObjectFromInstanceID` str
- 36. `_Object__obj_address` str
- 37. `_GameMain__DestroyIconSet` builtin\_function\_or\_method
- 38. `GetInstanceID` builtin\_function\_or\_method
- 39. `End` builtin\_function\_or\_method
- 40. `_GameMain__Update` builtin\_function\_or\_method
- 41. `StartCoroutine_Auto` builtin\_function\_or\_method
- 42. `Destroy` builtin\_function\_or\_method
- 43. `_MonoBehaviour__CancelInvoke` str
- 44. `_GameMain___ended` bool
- 45. `_Object__FieldGetter` str
- 46. `__setattr__` builtin\_function\_or\_method
- 47. `_Object___ctor` str
- 48. `preferences` GamePrefsData
- 49. `_Object__GetOffsetOfInstanceIDInCPlusPlusObject` str
- 50. `_MonoBehaviour__Internal_IsInvokingAll` str
- 51. `_Object__FieldSetter` str
- 52. `mainPlayer` Player
- 53. `_GameMain__CreateIconSet` builtin\_function\_or\_method
- 54. `_GameMain__instance;k__BackingField` str
- 55. `print` str
- 56. `errored` bool
- 57. `__ne__` builtin\_function\_or\_method

- 58. useGUILayout bool
- 59. StopCoroutine builtin\_function\_or\_method
- 60. \_MonoBehaviour\_\_Internal\_CancelInvokeAll str
- 61. \_Object\_\_GetCachedPtr str
- 62. \_\_hash\_\_ builtin\_function\_or\_method
- 63. \_Object\_\_cloneDestroyedMessage str
- 64. \_Object\_\_Internal\_InstantiateSingleWithParent str
- 65. \_GameMain\_\_CreateGPUInstancing builtin\_function\_or\_method
- 66. \_Object\_\_OffsetOfInstanceIDInCPlusPlusObject str
- 67. \_GameMain\_\_\_gpuManager GPUInstancingManager
- 68. localStar StarData
- 69. \_GameMain\_\_\_jupiterSimulator;k\_\_BackingField str
- 70. \_Object\_\_DoesObjectWithInstanceIDExist str
- 71. \_GameMain\_\_\_fullscreenPaused bool
- 72. \_\_delattr\_\_ builtin\_function\_or\_method
- 73. timei Int64
- 74. timef float
- 75. \_Object\_\_CurrentThreadIsMainThread str
- 76. FindObjectsOfTypeAll builtin\_function\_or\_method
- 77. Pause builtin\_function\_or\_method
- 78. DestroyObject builtin\_function\_or\_method
- 79. \_MonoBehaviour\_\_StopCoroutineFromEnumeratorManaged str
- 80. \_Object\_\_CompareBaseObjects str
- 81. \_GameMain\_\_\_loadErrored bool
- 82. transform Transform

- 83. `notNull` bool
- 84. `isActiveAndEnabled` bool
- 85. `_GameMain__FixedUpdate` builtin\_function\_or\_method
- 86. `StopAllCoroutines` builtin\_function\_or\_method
- 87. `loadErrored` bool
- 88. `statistics` GameStatData
- 89. `_Object__ToString` str
- 90. `__reduce_ex__` builtin\_function\_or\_method
- 91. `Equals` builtin\_function\_or\_method
- 92. `_GameMain__OnEnable` builtin\_function\_or\_method
- 93. `StartCoroutine` builtin\_function\_or\_method
- 94. `_Object__Finalize` str
- 95. `__doc__` str
- 96. `_MonoBehaviour__IsInvoking` str
- 97. `iconSet` IconSet
- 98. `gameName` str
- 99. `_GameMain__Awake` builtin\_function\_or\_method
- 100. `BroadcastMessage` builtin\_function\_or\_method
- 101. `_GameMain___paused` bool
- 102. `_Component__GetComponentFastPath` str
- 103. `_Object__MemberwiseClone` str
- 104. `CancelInvoke` builtin\_function\_or\_method
- 105. `SendMessageUpwards` builtin\_function\_or\_method
- 106. `GetComponent` GenericBuiltinFunction
- 107. `__eq__` builtin\_function\_or\_method

- 108. `_MonoBehaviour__StartCoroutineManaged` str
- 109. `FindSceneObjectsOfType` builtin\_function\_or\_method
- 110. `__repr__` builtin\_function\_or\_method
- 111. `_GameMain___fullscreenPausedUnlockOneFrame` bool
- 112. `isRunning` bool
- 113. `GetType` builtin\_function\_or\_method
- 114. `enabled` bool
- 115. `_GameMain__OnDisable` builtin\_function\_or\_method
- 116. `isFullscreenPaused` bool
- 117. `_GameMain__OnMainCameraPostRender` builtin\_function\_or\_method
- 118. `_GameMain__set_instance` builtin\_function\_or\_method
- 119. `isPaused` bool
- 120. `UnlockFullscreenPauseOneFrame` builtin\_function\_or\_method
- 121. `_Object__Internal_CloneSingle` str
- 122. `_Object__Internal_InstantiateSingle` str
- 123. `history` GameHistoryData
- 124. `_GameMain___running` bool
- 125. `_Object__Internal_InstantiateSingle_Injected` str
- 126. `_GameMain___ctor` str
- 127. `_Object__m_CachedPtr` str
- 128. `_Object__Internal_CloneSingleWithParent` str
- 129. `__reduce__` builtin\_function\_or\_method
- 130. `FindObjectsOfType` GenericBuiltinFunction
- 131. `_MonoBehaviour__StopCoroutineManaged` str
- 132. `tag` str

- 133. isLoading bool
- 134. isMenuDemo bool
- 135. \_GameMain\_\_DestroyUniverseSimulator builtin\_function\_or\_method
- 136. \_\_sizeof\_\_ builtin\_function\_or\_method
- 137. ReferenceEquals builtin\_function\_or\_method
- 138. \_\_init\_\_ builtin\_function\_or\_method
- 139. Begin builtin\_function\_or\_method
- 140. \_GameMain\_\_OnDestroy builtin\_function\_or\_method
- 141. \_\_new\_\_ builtin\_function\_or\_method
- 142. Invoke builtin\_function\_or\_method
- 143. tickPerSec float
- 144. \_GameMain\_\_Start builtin\_function\_or\_method
- 145. \_Object\_\_SetName str
- 146. GetComponentInChildren GenericBuiltinFunction
- 147. onGameEnded BoundEvent
- 148. instance GameMain
- 149. MemberwiseClone builtin\_function\_or\_method
- 150. \_Object\_\_objectIsNullMessage str
- 151. InvokeRepeating builtin\_function\_or\_method
- 152. \_Object\_\_GetName str
- 153. \_MonoBehaviour\_\_IsObjectMonoBehaviour str
- 154. gameTick Int64
- 155. gameObject GameObject
- 156. \_\_getattr\_\_ builtin\_function\_or\_method
- 157. gameScenario GameScenarioLogic



- 158. running bool
- 159. \_GameMain\_\_CreateUniverseSimulator builtin\_function\_or\_method
- 160. \_GameMain\_\_set\_universeSimulator builtin\_function\_or\_method
- 161. \_GameMain\_\_DestroyGPUInstancing builtin\_function\_or\_method
- 162. DestroyImmediate builtin\_function\_or\_method
- 163. data GameData
- 164. \_MonoBehaviour\_\_StartCoroutineManaged2 str
- 165. Finalize builtin\_function\_or\_method
- 166. localPlanet PlanetData
- 167. \_Object\_\_InternalGetHashCode str
- 168. GetComponentInParent GenericBuiltinFunction
- 169. \_GameMain\_\_iconSet IconSet
- 170. tickPerSecI int
- 171. \_GameMain\_\_LateUpdate builtin\_function\_or\_method
- 172. isEnded bool
- 173. HandleApplicationQuit builtin\_function\_or\_method

## 11 GamePrefsData

- 1. SaveReplicatorMultipliers builtin\_function\_or\_method
- 2. \_\_str\_\_ builtin\_function\_or\_method
- 3. \_\_getattr\_\_ builtin\_function\_or\_method
- 4. \_Object\_\_MemberwiseClone str
- 5. Equals builtin\_function\_or\_method
- 6. Init builtin\_function\_or\_method
- 7. gameData GameData

8. GetHashCode builtin\_function\_or\_method
9. Import builtin\_function\_or\_method
10. \_\_sizeof\_\_ builtin\_function\_or\_method
11. ReferenceEquals builtin\_function\_or\_method
12. LoadTutorialShowing builtin\_function\_or\_method
13. detailPower bool
14. \_\_init\_\_ builtin\_function\_or\_method
15. cameraURot Quaternion
16. SaveTutorialShowing builtin\_function\_or\_method
17. \_\_setattr\_\_ builtin\_function\_or\_method
18. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
19. tutorialShowing HashSet[int]
20. \_\_new\_\_ builtin\_function\_or\_method
21. Finalize builtin\_function\_or\_method
22. \_\_format\_\_ builtin\_function\_or\_method
23. \_\_class\_\_ type
24. Free builtin\_function\_or\_method
25. \_Object\_\_FieldGetter str
26. \_Object\_\_FieldSetter str
27. MemberwiseClone builtin\_function\_or\_method
28. cameraUPos VectorLF3
29. \_Object\_\_Finalize str
30. \_\_doc\_\_ str
31. \_\_repr\_\_ builtin\_function\_or\_method
32. replicatorMultipliers Dictionary[int, int]

- 33. detailSpaceGuide bool
- 34. LoadReplicatorMultipliers builtin\_function\_or\_method
- 35. \_\_reduce\_\_ builtin\_function\_or\_method
- 36. detailSign bool
- 37. Collect builtin\_function\_or\_method
- 38. detailLight bool
- 39. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 40. ToString builtin\_function\_or\_method
- 41. SetForNewGame builtin\_function\_or\_method
- 42. reformCursorSize int
- 43. Restore builtin\_function\_or\_method
- 44. \_Object\_\_InternalGetHashCode str
- 45. GetType builtin\_function\_or\_method
- 46. \_\_delattr\_\_ builtin\_function\_or\_method
- 47. Export builtin\_function\_or\_method
- 48. \_Object\_\_obj\_address str
- 49. \_\_hash\_\_ builtin\_function\_or\_method
- 50. CollectComplete builtin\_function\_or\_method
- 51. detailIcon bool
- 52. detailVein bool

## 12 GameScenarioLogic

1. `__str__` builtin\_function\_or\_method
2. `onFiveSecond` BoundEvent
3. `GetHashCode` builtin\_function\_or\_method
4. `NotifyOnWarpModeEnter` builtin\_function\_or\_method
5. `__class__` type
6. `Free` builtin\_function\_or\_method
7. `_GameScenarioLogic__CollectSpaceCapsuleRecycleProgress` builtin\_function\_or\_method
8. `NotifyOnPlanDysonShell` builtin\_function\_or\_method
9. `__subclasshook__` builtin\_function\_or\_method
10. `ToString` builtin\_function\_or\_method
11. `_GameScenarioLogic__onDeleteDysonFrame` Action
12. `_GameScenarioLogic__onSailModeEnter` Action
13. `_GameScenarioLogic__onPlanDysonNode` NoneType
14. `_Object__obj_address` str
15. `NotifyOnDeleteDysonShell` builtin\_function\_or\_method
16. `NotifyOnUnlockTech` builtin\_function\_or\_method
17. `onDeleteDysonNode` BoundEvent
18. `NotifyTechResult` builtin\_function\_or\_method
19. `NotifyOnVegetableMined` builtin\_function\_or\_method
20. `_GameScenarioLogic__onPlanDysonShell` Action
21. `_Object__FieldGetter` str
22. `__setattr__` builtin\_function\_or\_method
23. `Finalize` builtin\_function\_or\_method

- 24. onDeleteDysonShell BoundEvent
- 25. onVegetableMined BoundEvent
- 26. NotifyOnDeleteDysonNode builtin\_function\_or\_method
- 27. \_Object\_\_FieldSetter str
- 28. \_GameScenarioLogic\_\_onFiveSecond Action[int]
- 29. \_GameScenarioLogic\_\_onTechResult Action[int]
- 30. \_GameScenarioLogic\_\_set\_scenario builtin\_function\_or\_method
- 31. NotifyOnWarningTip builtin\_function\_or\_method
- 32. onRandomTip BoundEvent
- 33. \_GameScenarioLogic\_\_GameData;k\_\_BackingField str
- 34. onTechResult BoundEvent
- 35. NotifyOnPlanDysonNode builtin\_function\_or\_method
- 36. \_GameScenarioLogic\_\_scenario;k\_\_BackingField str
- 37. \_\_delattr\_\_ builtin\_function\_or\_method
- 38. \_\_repr\_\_ builtin\_function\_or\_method
- 39. \_GameScenarioLogic\_\_onUnlockRecipe Action[int]
- 40. NotifyOnRandomTip builtin\_function\_or\_method
- 41. \_GameScenarioLogic\_\_onWarningTip Action[int]
- 42. \_GameScenarioLogic\_\_onVegetableMined Action[int]
- 43. \_GameScenarioLogic\_\_onGameStart Action
- 44. \_GameScenarioLogic\_\_onDeleteDysonShell Action
- 45. \_GameScenarioLogic\_\_onSecond Action[int]
- 46. Equals builtin\_function\_or\_method
- 47. tutorialLogic GameTutorialLogic
- 48. SPACE\_CAPSULE\_VEGE\_ID int

- 49. `_Object__Finalize` str
- 50. `__doc__` str
- 51. `NotifyOnBuild` builtin\_function\_or\_method
- 52. `__getattr__` builtin\_function\_or\_method
- 53. `onWarningTip` BoundEvent
- 54. `onSecond` BoundEvent
- 55. `_GameScenarioLogic__onUnlockTech` Action[int]
- 56. `_GameScenarioLogic__RunScenarioMissions` builtin\_function\_or\_method
- 57. `NotifyOnGameStart` builtin\_function\_or\_method
- 58. `GameTick` builtin\_function\_or\_method
- 59. `GetType` builtin\_function\_or\_method
- 60. `spaceCapsuleRecycleProgress` Single
- 61. `_GameScenarioLogic__onDeleteDysonNode` Action
- 62. `__hash__` builtin\_function\_or\_method
- 63. `onBuild` BoundEvent
- 64. `onGameStart` BoundEvent
- 65. `onTick` BoundEvent
- 66. `onPlanDysonFrame` BoundEvent
- 67. `__reduce__` builtin\_function\_or\_method
- 68. `_Object__MemberwiseClone` str
- 69. `onPlanDysonNode` BoundEvent
- 70. `onUnlockRecipe` BoundEvent
- 71. `Init` builtin\_function\_or\_method
- 72. `_GameScenarioLogic__onBuild` Action[int, int]
- 73. `onWarpModeEnter` BoundEvent

- 74. `__sizeof__` builtin\_function\_or\_method
- 75. `ReferenceEquals` builtin\_function\_or\_method
- 76. `__init__` builtin\_function\_or\_method
- 77. `onSailModeEnter` BoundEvent
- 78. `__reduce_ex__` builtin\_function\_or\_method
- 79. `__new__` builtin\_function\_or\_method
- 80. `__format__` builtin\_function\_or\_method
- 81. `_GameScenarioLogic__CloseScenarioMissions` builtin\_function\_or\_method
- 82. `MemberwiseClone` builtin\_function\_or\_method
- 83. `_GameScenarioLogic__onWarpModeEnter` NoneType
- 84. `_GameScenarioLogic__onPlanDysonFrame` NoneType
- 85. `onUnlockTech` BoundEvent
- 86. `NotifyOnUnlockRecipe` builtin\_function\_or\_method
- 87. `NotifyOnSailModeEnter` builtin\_function\_or\_method
- 88. `gameData` GameData
- 89. `onPlanDysonShell` BoundEvent
- 90. `_GameScenarioLogic__onTick` NoneType
- 91. `NotifyOnPlanDysonFrame` builtin\_function\_or\_method
- 92. `onDeleteDysonFrame` BoundEvent
- 93. `scenario` Scenario
- 94. `_GameScenarioLogic__onRandomTip` Action[int]
- 95. `_Object__InternalGetHashCode` str
- 96. `NotifyOnDeleteDysonFrame` builtin\_function\_or\_method
- 97. `_GameScenarioLogic__set_gameData` builtin\_function\_or\_method

## 13 GameStatData

1. techHashedHistory Array[int]
2. \_\_str\_\_ builtin\_function\_or\_method
3. \_\_getattr\_\_ builtin\_function\_or\_method
4. \_Object\_\_MemberwiseClone str
5. Equals builtin\_function\_or\_method
6. Init builtin\_function\_or\_method
7. gameData GameData
8. GetHashcode builtin\_function\_or\_method
9. Import builtin\_function\_or\_method
10. \_\_sizeof\_\_ builtin\_function\_or\_method
11. ReferenceEquals builtin\_function\_or\_method
12. RecordTechHashed builtin\_function\_or\_method
13. \_Object\_\_FieldGetter str
14. \_\_init\_\_ builtin\_function\_or\_method
15. \_\_setattr\_\_ builtin\_function\_or\_method
16. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
17. \_\_new\_\_ builtin\_function\_or\_method
18. Finalize builtin\_function\_or\_method
19. \_Object\_\_FieldSetter str
20. \_GameStatData\_\_kTechHashedHistoryLen int
21. \_\_format\_\_ builtin\_function\_or\_method
22. \_\_class\_\_ type
23. Free builtin\_function\_or\_method



- 24. techHashedThisFrame int
- 25. MemberwiseClone builtin\_function\_or\_method
- 26. production ProductionStatistics
- 27. \_Object\_\_Finalize str
- 28. \_\_doc\_\_ str
- 29. SetForNewGame builtin\_function\_or\_method
- 30. AfterTick builtin\_function\_or\_method
- 31. \_\_hash\_\_ builtin\_function\_or\_method
- 32. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 33. ToString builtin\_function\_or\_method
- 34. PrepareTick builtin\_function\_or\_method
- 35. \_\_reduce\_\_ builtin\_function\_or\_method
- 36. GameTick builtin\_function\_or\_method
- 37. techHashedRecorded int
- 38. \_Object\_\_InternalGetHashCode str
- 39. GetType builtin\_function\_or\_method
- 40. \_\_delattr\_\_ builtin\_function\_or\_method
- 41. Export builtin\_function\_or\_method
- 42. \_\_repr\_\_ builtin\_function\_or\_method
- 43. techHashedFor10Frames int
- 44. \_Object\_\_obj\_address str

## 14 Mecha

1. totalEnergyChange float
2. \_\_str\_\_ builtin\_function\_or\_method
3. ClearEnergyChange builtin\_function\_or\_method
4. GetHashCode builtin\_function\_or\_method
5. \_\_class\_\_ type
6. Free builtin\_function\_or\_method
7. QueryEnergy builtin\_function\_or\_method
8. replicateSpeed Single
9. corePowerGen float
10. coreEnergy float
11. ToString builtin\_function\_or\_method
12. WARPED\_GRIDCNT int
13. \_Mecha\_\_set\_droneRenderer builtin\_function\_or\_method
14. reactorEnergy float
15. droneEnergyPerMeter float
16. miningPower float
17. reactorItemId int
18. thrustPowerPerAcc float
19. EC\_CHARGE int
20. reactorPowerGenEnhanced float
21. warpStartPowerPerSpeed float
22. \_Object\_\_obj\_address str
23. OnDraw builtin\_function\_or\_method

- 24. `_Mecha__set_drones` builtin\_function\_or\_method
- 25. `walkSpeed` Single
- 26. `reactorPowerGen` float
- 27. `_Mecha__;droneLogic;k__BackingField` str
- 28. `replicatePower` float
- 29. `MarkEnergyChange` builtin\_function\_or\_method
- 30. `_Object__FieldGetter` str
- 31. `EC_WARPDRIVE` int
- 32. `__setattr__` builtin\_function\_or\_method
- 33. `Finalize` builtin\_function\_or\_method
- 34. `maxSailSpeed` Single
- 35. `_Object__FieldSetter` str
- 36. `energyChanges` Array[float]
- 37. `GenerateEnergy` builtin\_function\_or\_method
- 38. `coreEnergyCap` float
- 39. `SetForNewGame` builtin\_function\_or\_method
- 40. `EC_MINE` int
- 41. `__delattr__` builtin\_function\_or\_method
- 42. `miningSpeed` Single
- 43. `coreLevel` int
- 44. `droneLogic` MechaDroneLogic
- 45. `_Mecha___droneCount` int
- 46. `WAPER_ITEMID` int
- 47. `droneSpeed` Single
- 48. `EC_REPLICATE` int

- 49. `drones` `Array[MechaDrone]`
- 50. `Import` `builtin_function_or_method`
- 51. `EC_CORE_GEN` `int`
- 52. `Equals` `builtin_function_or_method`
- 53. `warpStorage` `StorageComponent`
- 54. `_Object__Finalize` `str`
- 55. `WARTER_COST` `int`
- 56. `__doc__` `str`
- 57. `walkPower` `float`
- 58. `EC_MAX` `int`
- 59. `_Mecha___dronesSpeed` `Single`
- 60. `__getattr__` `builtin_function_or_method`
- 61. `_Mecha__set_droneLogic` `builtin_function_or_method`
- 62. `EC_RESEARCH` `int`
- 63. `kMaxDroneCount` `int`
- 64. `EC_REACTOR_GEN` `int`
- 65. `GameTick` `builtin_function_or_method`
- 66. `droneRenderer` `MechaDroneRenderer`
- 67. `GetType` `builtin_function_or_method`
- 68. `__hash__` `builtin_function_or_method`
- 69. `thrusterLevel` `int`
- 70. `researchPower` `float`
- 71. `droneMovement` `int`
- 72. `__reduce__` `builtin_function_or_method`
- 73. `_Object__MemberwiseClone` `str`

- 74. player Player
- 75. Init builtin\_function\_or\_method
- 76. jumpSpeed Single
- 77. \_\_sizeof\_\_ builtin\_function\_or\_method
- 78. ReferenceEquals builtin\_function\_or\_method
- 79. UseEnergy builtin\_function\_or\_method
- 80. \_\_init\_\_ builtin\_function\_or\_method
- 81. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
- 82. \_\_new\_\_ builtin\_function\_or\_method
- 83. \_Mecha\_;drones;k\_\_BackingField str
- 84. \_\_format\_\_ builtin\_function\_or\_method
- 85. MemberwiseClone builtin\_function\_or\_method
- 86. EC\_WALK int
- 87. forge MechaForge
- 88. droneEjectEnergy float
- 89. jumpEnergy float
- 90. \_\_repr\_\_ builtin\_function\_or\_method
- 91. maxWarpSpeed Single
- 92. warpKeepingPowerPerSpeed float
- 93. lab MechaLab
- 94. UseWarper builtin\_function\_or\_method
- 95. \_Mecha\_;droneRenderer;k\_\_BackingField str
- 96. buildArea Single
- 97. idleDroneCount int
- 98. droneCount int

- 99. `_Object__InternalGetHashCode` str
- 100. `EC_DRONE` int
- 101. `HasWarper` builtin\_function\_or\_method
- 102. `__subclasshook__` builtin\_function\_or\_method
- 103. `Export` builtin\_function\_or\_method
- 104. `reactorStorage` StorageComponent
- 105. `EC_THRUSTER` int

## 15 MonsterSystem

- 1. `lastPos` Vector3
- 2. `__str__` builtin\_function\_or\_method
- 3. `__getattr__` builtin\_function\_or\_method
- 4. `_Object__MemberwiseClone` str
- 5. `Equals` builtin\_function\_or\_method
- 6. `rawData` NoneType
- 7. `GetHashCode` builtin\_function\_or\_method
- 8. `Import` builtin\_function\_or\_method
- 9. `__sizeof__` builtin\_function\_or\_method
- 10. `ReferenceEquals` builtin\_function\_or\_method
- 11. `_Object__FieldGetter` str
- 12. `__init__` builtin\_function\_or\_method
- 13. `monsterPool` Array[MonsterComponent]
- 14. `factory` PlanetFactory
- 15. `MonsterLOD0Logic` builtin\_function\_or\_method
- 16. `__setattr__` builtin\_function\_or\_method

- 17. MonsterLOD2Logic builtin\_function\_or\_method
- 18. \_\_new\_\_ builtin\_function\_or\_method
- 19. Finalize builtin\_function\_or\_method
- 20. monsterCursor int
- 21. \_\_format\_\_ builtin\_function\_or\_method
- 22. \_\_class\_\_ type
- 23. Free builtin\_function\_or\_method
- 24. \_Object\_\_FieldSetter str
- 25. MemberwiseClone builtin\_function\_or\_method
- 26. \_Object\_\_Finalize str
- 27. \_\_doc\_\_ str
- 28. \_MonsterSystem\_\_monsterRecycle Array[int]
- 29. \_\_reduce\_\_ builtin\_function\_or\_method
- 30. \_MonsterSystem\_\_monsterCapacity int
- 31. ToString builtin\_function\_or\_method
- 32. \_MonsterSystem\_\_monsterRecycleCursor int
- 33. DrawWanderingTest builtin\_function\_or\_method
- 34. SetMonsterCapacity builtin\_function\_or\_method
- 35. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
- 36. GameTick builtin\_function\_or\_method
- 37. \_Object\_\_InternalGetHashCode str
- 38. GetType builtin\_function\_or\_method
- 39. planet PlanetData
- 40. \_\_delattr\_\_ builtin\_function\_or\_method
- 41. \_\_subclasshook\_\_ builtin\_function\_or\_method

- 42. `Export` builtin\_function\_or\_method
- 43. `__repr__` builtin\_function\_or\_method
- 44. `NewMonsterComponent` builtin\_function\_or\_method
- 45. `__hash__` builtin\_function\_or\_method
- 46. `RemoveMonsterComponent` builtin\_function\_or\_method
- 47. `MonsterLOD1Logic` builtin\_function\_or\_method
- 48. `__Object__obj_address` str

## 16 PlanetData

- 1. `birthResourcePoint0` Vector3
- 2. `factoryIndex` int
- 3. `bodyObject` GameObject
- 4. `obliquity` Single
- 5. `GetHashCode` builtin\_function\_or\_method
- 6. `singularity` EPlanetSingularity
- 7. `galaxy` GalaxyData
- 8. `atmosMaterial` Material
- 9. `loading` bool
- 10. `gasHeatValues` NoneType
- 11. `typeString` str
- 12. `__class__` type
- 13. `Free` builtin\_function\_or\_method
- 14. `NotifyFactoryLoaded` builtin\_function\_or\_method
- 15. `theme` int
- 16. `modData` Array[Byte]



- 17. runtimeRotationPhase Single
- 18. aux PlanetAuxData
- 19. \_\_str\_\_ builtin\_function\_or\_method
- 20. Unload builtin\_function\_or\_method
- 21. number int
- 22. rotationPhase Single
- 23. ambientSfxVolume Single
- 24. ToString builtin\_function\_or\_method
- 25. factoryLoading bool
- 26. \_PlanetData\_\_UnloadData builtin\_function\_or\_method
- 27. orbitInclination Single
- 28. name str
- 29. reformMaterial Material
- 30. landPercent Single
- 31. UnloadFactory builtin\_function\_or\_method
- 32. luminosity Single
- 33. temperatureBias Single
- 34. veinGroups Array[VeinGroup]
- 35. overrideName str
- 36. \_Object\_\_obj\_address str
- 37. LoadFactory builtin\_function\_or\_method
- 38. rotationPeriod float
- 39. mod\_x float
- 40. levelized bool
- 41. radius Single

- 42. runtimeRotation Quaternion
- 43. realRadius Single
- 44. \_Object\_\_FieldGetter str
- 45. kEnterAltitude Single
- 46. index int
- 47. \_\_setattr\_\_ builtin\_function\_or\_method
- 48. UpdateRuntimePose builtin\_function\_or\_method
- 49. Finalize builtin\_function\_or\_method
- 50. uPositionNext VectorLF3
- 51. factory PlanetFactory
- 52. \_Object\_\_FieldSetter str
- 53. ionHeight Single
- 54. habitableBias Single
- 55. \_PlanetData\_\_PredictLocalGeography builtin\_function\_or\_method
- 56. birthPoint Vector3
- 57. \_PlanetData\_\_onFactoryLoaded NoneType
- 58. \_PlanetData\_\_UnloadMeshes builtin\_function\_or\_method
- 59. wanted bool
- 60. onFactoryLoaded BoundEvent
- 61. landPercentDirty bool
- 62. veinSpotsSketch Array[int]
- 63. algoId int
- 64. gasTotalHeat float
- 65. heightmap RenderTexture
- 66. \_\_delattr\_\_ builtin\_function\_or\_method

67. GenBirthPoints builtin\_function\_or\_method  
68. \_\_repr\_\_ builtin\_function\_or\_method  
69. singularityString str  
70. factoryModel FactoryModel  
71. minimapMaterial Material  
72. uPosition VectorLF3  
73. meshes Array[Mesh]  
74. loaded bool  
75. oceanMaterial Material  
76. ambientDesc AmbientDesc  
77. GetUniversalVelocityAtLocalPoint builtin\_function\_or\_method  
78. data PlanetRawData  
79. Equals builtin\_function\_or\_method  
80. gasSpeeds NoneType  
81. meshColliders Array[MeshCollider]  
82. kMaxMeshCnt int  
83. \_Object\_\_Finalize str  
84. type EPlanetType  
85. \_\_doc\_\_ str  
86. PredictPose builtin\_function\_or\_method  
87. orbitAroundPlanet PlanetData  
88. UpdateDirtyMeshes builtin\_function\_or\_method  
89. factoryLoaded bool  
90. \_\_getattr\_\_ builtin\_function\_or\_method  
91. dirtyFlags Array[bool]

- 92. GetLocalGeography builtin\_function\_or\_method
- 93. precision int
- 94. runtimePositionNext VectorLF3
- 95. runtimeOrbitRotation Quaternion
- 96. runtimeRotationNext Quaternion
- 97. birthResourcePoint1 Vector3
- 98. AddHeightMapModLevel builtin\_function\_or\_method
- 99. PredictUPose builtin\_function\_or\_method
- 100. Load builtin\_function\_or\_method
- 101. orbitIndex int
- 102. orbitLongitude Single
- 103. ImportRuntime builtin\_function\_or\_method
- 104. GetType builtin\_function\_or\_method
- 105. orbitPhase Single
- 106. \_\_hash\_\_ builtin\_function\_or\_method
- 107. terrainMaterial Material
- 108. orbitAround int
- 109. VeinGroup type
- 110. ExportRuntime builtin\_function\_or\_method
- 111. UpdateDirtyMesh builtin\_function\_or\_method
- 112. waterHeight Single
- 113. \_\_reduce\_\_ builtin\_function\_or\_method
- 114. \_Object\_\_MemberwiseClone str
- 115. \_PlanetData\_\_onLoaded NoneType
- 116. orbitalPeriod float

- 117. seed int
- 118. \_\_sizeof\_\_ builtin\_function\_or\_method
- 119. ReferenceEquals builtin\_function\_or\_method
- 120. id int
- 121. \_\_init\_\_ builtin\_function\_or\_method
- 122. meshRenderers Array[MeshRenderer]
- 123. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
- 124. \_\_new\_\_ builtin\_function\_or\_method
- 125. \_\_format\_\_ builtin\_function\_or\_method
- 126. windStrength Single
- 127. MemberwiseClone builtin\_function\_or\_method
- 128. NotifyLoaded builtin\_function\_or\_method
- 129. runtimeOrbitPhase Single
- 130. ambientSfx AudioClip
- 131. veinAmounts Array[Int64]
- 132. star StarData
- 133. gasItems NoneType
- 134. onLoaded BoundEvent
- 135. runtimeSystemRotation Quaternion
- 136. gameObject GameObject
- 137. scale Single
- 138. runtimeLocalSunDirection Vector3
- 139. segment int
- 140. mod\_y float
- 141. orbitRadius Single

- 142. displayName str
- 143. sunDistance Single
- 144. \_Object\_\_InternalGetHashCode str
- 145. waterItemId int
- 146. runtimePosition VectorLF3
- 147. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 148. factoryAudio FactoryAudio
- 149. audio PlanetAudio
- 150. physics PlanetPhysics

## 17 PlanetFactory

- 1. \_PlanetFactory\_\_set\_gameData builtin\_function\_or\_method
- 2. onUpgrade BoundEvent
- 3. \_\_str\_\_ builtin\_function\_or\_method
- 4. veinCursor int
- 5. prebuildConnPool Array[int]
- 6. DestructFinally builtin\_function\_or\_method
- 7. \_PlanetFactory\_\_prebuildRecycle Array[int]
- 8. GetHashCode builtin\_function\_or\_method
- 9. \_PlanetFactory\_\_vegeRecycle Array[int]
- 10. CanPasteEntitySetting builtin\_function\_or\_method
- 11. entitySignPool Array[SignData]
- 12. InsertInto builtin\_function\_or\_method
- 13. \_\_class\_\_ type
- 14. gameData GameData

15. AddVeinData builtin\_function\_or\_method
16. veinAnimPool Array[AnimData]
17. ApplyPickTarget builtin\_function\_or\_method
18. UpgradePrebuildWithComponents builtin\_function\_or\_method
19. \_PlanetFactory\_\_GameData\_k\_\_BackingField str
20. \_\_subclasshook\_\_ builtin\_function\_or\_method
21. ToString builtin\_function\_or\_method
22. \_PlanetFactory\_\_planet\_k\_\_BackingField str
23. entityNeeds Array[Array[int]]
24. \_PlanetFactory\_\_tmp\_levelChanges NoneType
25. beforeDestruct BoundEvent
26. BuildFinally builtin\_function\_or\_method
27. \_PlanetFactory\_\_onDestruct NoneType
28. RemoveEntityWithComponents builtin\_function\_or\_method
29. \_PlanetFactory\_\_beforeDestruct Action[int]
30. AddPrebuildDataWithComponents builtin\_function\_or\_method
31. CopyEntitySetting builtin\_function\_or\_method
32. GetVegeData builtin\_function\_or\_method
33. \_Object\_\_obj\_address str
34. \_PlanetFactory\_\_set\_planet builtin\_function\_or\_method
35. ApplyEntityOutput builtin\_function\_or\_method
36. RemovePrebuildData builtin\_function\_or\_method
37. UpgradeFinally builtin\_function\_or\_method
38. ApplyEntityDisconnection builtin\_function\_or\_method
39. RemoveVeinWithComponents builtin\_function\_or\_method

- 40. dysonSphere DysonSphere
- 41. kMaxPrebuildConn int
- 42. \_Object\_\_FieldGetter str
- 43. transport PlanetTransport
- 44. ComputeFlattenTerrainReform builtin\_function\_or\_method
- 45. index int
- 46. \_\_setattr\_\_ builtin\_function\_or\_method
- 47. \_PlanetFactory\_\_prebuildCapacity int
- 48. \_Object\_\_FieldSetter str
- 49. AddEntityDataWithComponents builtin\_function\_or\_method
- 50. AddPrebuildData builtin\_function\_or\_method
- 51. GetEntityData builtin\_function\_or\_method
- 52. prebuildCursor int
- 53. vegeCursor int
- 54. CreateMonster builtin\_function\_or\_method
- 55. SetVegeCapacity builtin\_function\_or\_method
- 56. SetVeinCapacity builtin\_function\_or\_method
- 57. RemoveVeinData builtin\_function\_or\_method
- 58. BeforeGameTick builtin\_function\_or\_method
- 59. WriteObjectConn builtin\_function\_or\_method
- 60. factorySystem FactorySystem
- 61. CheckOrCreateDysonSphere builtin\_function\_or\_method
- 62. RemoveVegeWithComponents builtin\_function\_or\_method
- 63. entityAnimPool Array[AnimData]
- 64. \_\_delattr\_\_ builtin\_function\_or\_method



- 65. `__repr__` builtin\_function\_or\_method
- 66. `_PlanetFactory__veinCapacity` int
- 67. `UpgradeEntityWithComponents` builtin\_function\_or\_method
- 68. `ApplyInsertTarget` builtin\_function\_or\_method
- 69. `_PlanetFactory__veinRecycleCursor` int
- 70. `_PlanetFactory__entityRecycleCursor` int
- 71. `EnsureObjectConn` builtin\_function\_or\_method
- 72. `_PlanetFactory__veinRecycle` Array[int]
- 73. `Import` builtin\_function\_or\_method
- 74. `blockContainer` MiniBlockContainer
- 75. `PickFrom` builtin\_function\_or\_method
- 76. `ReadObjectConn` builtin\_function\_or\_method
- 77. `_PlanetFactory__index_k__BackingField` str
- 78. `Equals` builtin\_function\_or\_method
- 79. `PasteEntitySetting` builtin\_function\_or\_method
- 80. `powerSystem` PowerSystem
- 81. `veinPool` Array[VeinData]
- 82. `_Object__Finalize` str
- 83. `cargoTraffic` CargoTraffic
- 84. `vegePool` Array[VegeData]
- 85. `monsterSystem` MonsterSystem
- 86. `prebuildPool` Array[PrebuildData]
- 87. `kMaxEntityConn` int
- 88. `_PlanetFactory__vegeRecycleCursor` int
- 89. `_PlanetFactory__SetEntityCapacity` builtin\_function\_or\_method

- 90. `_PlanetFactory__SetPrebuildCapacity` builtin\_function\_or\_method
- 91. `GetVeinData` builtin\_function\_or\_method
- 92. `cargoContainer` CargoContainer
- 93. `GetPrebuildData` builtin\_function\_or\_method
- 94. `factoryStorage` FactoryStorage
- 95. `ApplyEntityInput` builtin\_function\_or\_method
- 96. `DebugEntityGUI` builtin\_function\_or\_method
- 97. `_PlanetFactory__ClearObjectConnDirect` builtin\_function\_or\_method
- 98. `GameTick` builtin\_function\_or\_method
- 99. `entityConnPool` Array[int]
- 100. `entityPool` Array[EntityData]
- 101. `GetType` builtin\_function\_or\_method
- 102. `_PlanetFactory__entityCapacity` int
- 103. `__doc__` str
- 104. `planet` PlanetData
- 105. `CreateEntityLogicComponents` builtin\_function\_or\_method
- 106. `_PlanetFactory__onBuild` Action[int]
- 107. `__hash__` builtin\_function\_or\_method
- 108. `_PlanetFactory__set_index` builtin\_function\_or\_method
- 109. `onBuild` BoundEvent
- 110. `onDestruct` BoundEvent
- 111. `RemoveVegeData` builtin\_function\_or\_method
- 112. `_PlanetFactory__prebuildRecycleCursor` int
- 113. `Free` builtin\_function\_or\_method
- 114. `__reduce__` builtin\_function\_or\_method

- 115. `_PlanetFactory__onUpgrade` NoneType
- 116. `Init` builtin\_function\_or\_method
- 117. `__sizeof__` builtin\_function\_or\_method
- 118. `ReferenceEquals` builtin\_function\_or\_method
- 119. `RemovePrebuildWithComponents` builtin\_function\_or\_method
- 120. `__init__` builtin\_function\_or\_method
- 121. `HandleObjectConnChangeWhenBuild` builtin\_function\_or\_method
- 122. `_PlanetFactory__tmp_entity_ids` NoneType
- 123. `__reduce_ex__` builtin\_function\_or\_method
- 124. `__new__` builtin\_function\_or\_method
- 125. `_PlanetFactory__WriteObjectConnDirect` builtin\_function\_or\_method
- 126. `_PlanetFactory__tmp_ids` NoneType
- 127. `__format__` builtin\_function\_or\_method
- 128. `planetId` int
- 129. `RenderLocalPlanetHeightmap` builtin\_function\_or\_method
- 130. `entityCursor` int
- 131. `MemberwiseClone` builtin\_function\_or\_method
- 132. `AddVegeData` builtin\_function\_or\_method
- 133. `platformSystem` PlatformSystem
- 134. `FlattenTerrainReform` builtin\_function\_or\_method
- 135. `__getattr__` builtin\_function\_or\_method
- 136. `_PlanetFactory__vegeCapacity` int
- 137. `RefreshVeinMiningDisplay` builtin\_function\_or\_method
- 138. `_Object__MemberwiseClone` str
- 139. `ClearObjectConn` builtin\_function\_or\_method

- 140. TakeBackItemsInEntity builtin\_function\_or\_method
- 141. OnBeltBuilt builtin\_function\_or\_method
- 142. \_PlanetFactory\_\_entityRecycle Array[int]
- 143. Finalize builtin\_function\_or\_method
- 144. \_Object\_\_InternalGetHashCode str
- 145. CreateEntityDisplayComponents builtin\_function\_or\_method
- 146. AddEntityData builtin\_function\_or\_method
- 147. FlattenTerrain builtin\_function\_or\_method
- 148. Export builtin\_function\_or\_method
- 149. entityCount int

## 18 Player

- 1. MemberwiseClone builtin\_function\_or\_method
- 2. \_Player\_\_jsandCount;k\_\_BackingField str
- 3. \_\_str\_\_ builtin\_function\_or\_method
- 4. \_Player\_\_jaudio;k\_\_BackingField str
- 5. factory PlanetFactory
- 6. GetHashCode builtin\_function\_or\_method
- 7. speed Single
- 8. \_Player\_\_planetId int
- 9. \_\_class\_\_ type
- 10. Free builtin\_function\_or\_method
- 11. \_Player\_\_set\_transform builtin\_function\_or\_method
- 12. \_Player\_\_PutHandItems builtin\_function\_or\_method
- 13. \_\_subclasshook\_\_ builtin\_function\_or\_method

14. ToString builtin\_function\_or\_method
15. buildTarget Transform
16. \_Player\_\_inhandItemCount; k\_\_BackingField str
17. \_Player\_\_set\_audio builtin\_function\_or\_method
18. \_Player\_\_mecha; k\_\_BackingField str
19. \_Player\_\_MAX\_SAND\_COUNT int
20. \_Player\_\_set\_navigation builtin\_function\_or\_method
21. \_Player\_\_package; k\_\_BackingField str
22. \_Object\_\_obj\_address str
23. \_Player\_\_set\_animator builtin\_function\_or\_method
24. uVelocity VectorLF3
25. OnDraw builtin\_function\_or\_method
26. transform Transform
27. \_Player\_\_transform; k\_\_BackingField str
28. Create builtin\_function\_or\_method
29. planetData PlanetData
30. \_Player\_\_gameObject; k\_\_BackingField str
31. SetReady builtin\_function\_or\_method
32. Import builtin\_function\_or\_method
33. \_Object\_\_FieldGetter str
34. warpCommand bool
35. \_\_setattr\_\_ builtin\_function\_or\_method
36. onIntendToTransferItems BoundEvent
37. \_Player\_\_cameraTarget; k\_\_BackingField str
38. sandCountChanged BoundEvent

- 39. `_Object__FieldSetter` str
- 40. `navigating` bool
- 41. `_Player__onIntendToTransferItems` NoneType
- 42. `_Player__set_inhandItemId` builtin\_function\_or\_method
- 43. `AchieveOrder` builtin\_function\_or\_method
- 44. `_Player__jbuildTargetjk__BackingField` str
- 45. `_Player__set_cameraTarget` builtin\_function\_or\_method
- 46. `_Player__set_buildTarget` builtin\_function\_or\_method
- 47. `package` StorageComponent
- 48. `SetSandCount` builtin\_function\_or\_method
- 49. `__delattr__` builtin\_function\_or\_method
- 50. `__repr__` builtin\_function\_or\_method
- 51. `IntendToTransferItems` builtin\_function\_or\_method
- 52. `_Player__jnavigationjk__BackingField` str
- 53. `movementState` EMovementState
- 54. `navigation` PlayerNavigation
- 55. `_Player__set_sandCount` builtin\_function\_or\_method
- 56. `factoryModel` FactoryModel
- 57. `warping` bool
- 58. `Equals` builtin\_function\_or\_method
- 59. `mecha` Mecha
- 60. `_Player__set_effect` builtin\_function\_or\_method
- 61. `SetForNewGame` builtin\_function\_or\_method
- 62. `_Player__janimatork__BackingField` str
- 63. `_Player__sandCountChanged` Action[int, int]

- 64. ClearOrders builtin\_function\_or\_method
- 65. \_Player\_\_gizmo;k\_\_BackingField str
- 66. uPosition VectorLF3
- 67. Order builtin\_function\_or\_method
- 68. AddHandItemCount\_Unsafe builtin\_function\_or\_method
- 69. \_Object\_\_Finalize str
- 70. forward Vector3
- 71. \_\_doc\_\_ str
- 72. \_\_getattr\_\_ builtin\_function\_or\_method
- 73. \_Player\_\_jorders;k\_\_BackingField str
- 74. currentOrder NoneType
- 75. controller PlayerController
- 76. warpState Single
- 77. cameraTarget Transform
- 78. ApplyGamePauseState builtin\_function\_or\_method
- 79. GameTick builtin\_function\_or\_method
- 80. sailing bool
- 81. sandCount int
- 82. GetType builtin\_function\_or\_method
- 83. UseHandItems builtin\_function\_or\_method
- 84. \_\_hash\_\_ builtin\_function\_or\_method
- 85. \_Player\_\_set\_controller builtin\_function\_or\_method
- 86. \_Player\_\_set\_mecha builtin\_function\_or\_method
- 87. \_Player\_\_set\_inhandItemCount builtin\_function\_or\_method
- 88. \_Player\_\_set\_orders builtin\_function\_or\_method

- 89. `_Player__jeffect;k__BackingField` str
- 90. `__reduce__` builtin\_function\_or\_method
- 91. `_Object__MemberwiseClone` str
- 92. `__sizeof__` builtin\_function\_or\_method
- 93. `ReferenceEquals` builtin\_function\_or\_method
- 94. `orders` PlayerOrder
- 95. `__init__` builtin\_function\_or\_method
- 96. `gizmo` PlayerControlGizmo
- 97. `_Player__set_planetData` builtin\_function\_or\_method
- 98. `__reduce_ex__` builtin\_function\_or\_method
- 99. `__new__` builtin\_function\_or\_method
- 100. `SetHandItemId_Unsafe` builtin\_function\_or\_method
- 101. `__format__` builtin\_function\_or\_method
- 102. `planetId` int
- 103. `uRotation` Quaternion
- 104. `SetHandItemCount_Unsafe` builtin\_function\_or\_method
- 105. `_Player__jcontroller;k__BackingField` str
- 106. `factoryAudio` FactoryAudio
- 107. `SetHandItems` builtin\_function\_or\_method
- 108. `AbortOrder` builtin\_function\_or\_method
- 109. `_Player__set_gameObject` builtin\_function\_or\_method
- 110. `gameObject` GameObject
- 111. `effect` PlayerEffect
- 112. `inhandItemCount` int
- 113. `_Player__set_package` builtin\_function\_or\_method



- 114. `_Player__planetData_k__BackingField` str
- 115. `Finalize` builtin\_function\_or\_method
- 116. `_Object__InternalGetHashCode` str
- 117. `planetTrans` Transform
- 118. `_Player__set_gizmo` builtin\_function\_or\_method
- 119. `Export` builtin\_function\_or\_method
- 120. `position` Vector3
- 121. `_Player__inhandItemId_k__BackingField` str
- 122. `audio` PlayerAudio
- 123. `inhandItemId` int
- 124. `animator` PlayerAnimator

## 19 PlayerEffect

- 1. `__format__` builtin\_function\_or\_method
- 2. `_Object__IsNativeObjectAlive` str
- 3. `_PlayerEffect__warpEffect` VFWarpEffect
- 4. `__str__` builtin\_function\_or\_method
- 5. `SendMessage` builtin\_function\_or\_method
- 6. `GetHashCode` builtin\_function\_or\_method
- 7. `_Object__InternalInstantiateSingleWithParent_Injected` str
- 8. `GetComponentInParent` GenericBuiltinFunction
- 9. `__class__` type
- 10. `_Object__CheckNullArgument` str
- 11. `GetComponents` GenericBuiltinFunction
- 12. `hideFlags` HideFlags

13. DontDestroyOnLoad builtin\_function\_or\_method
14. \_PlayerEffect\_\_vertSpeed Single
15. FindObjectsOfTypeIncludingAssets builtin\_function\_or\_method
16. Instantiate GenericBuiltinFunction
17. \_MonoBehaviour\_\_GetScriptClassName str
18. \_MonoBehaviour\_\_InvokeDelayed str
19. \_PlayerEffect\_\_horzVel Vector3
20. \_\_subclasshook\_\_ builtin\_function\_or\_method
21. ToString builtin\_function\_or\_method
22. GetComponentsInChildren GenericBuiltinFunction
23. CompareTag builtin\_function\_or\_method
24. \_Component\_\_GetComponentsForListInternal str
25. name str
26. IsInvoking builtin\_function\_or\_method
27. \_Object\_\_EnsureRunningOnMainThread str
28. \_Object\_\_FindObjectFromInstanceID str
29. \_Object\_\_obj\_address str
30. GetInstanceID builtin\_function\_or\_method
31. \_PlayerEffect\_\_OnDestroy builtin\_function\_or\_method
32. StartCoroutine\_Auto builtin\_function\_or\_method
33. Destroy builtin\_function\_or\_method
34. \_PlayerEffect\_\_sailEffect VFSailEffect
35. \_Object\_\_FieldGetter str
36. \_\_setattr\_\_ builtin\_function\_or\_method
37. \_Object\_\_cctor str

- 38. `_Object__GetOffsetOfInstanceIDInCPlusPlusObject` str
- 39. `_MonoBehaviour__Internal_IsInvokingAll` str
- 40. `_Object__FieldSetter` str
- 41. `print` str
- 42. `__ne__` builtin\_function\_or\_method
- 43. `useGUILayout` bool
- 44. `StopCoroutine` builtin\_function\_or\_method
- 45. `_MonoBehaviour__Internal_CancelInvokeAll` str
- 46. `_Object__GetCachedPtr` str
- 47. `__hash__` builtin\_function\_or\_method
- 48. `_Object__cloneDestroyedMessage` str
- 49. `_Object__Internal_InstantiateSingleWithParent` str
- 50. `_Object__OffsetOfInstanceIDInCPlusPlusObject` str
- 51. `_Object__DoesObjectWithInstanceIDExist` str
- 52. `__delattr__` builtin\_function\_or\_method
- 53. `_Object__GetName` str
- 54. `_MonoBehaviour__StartCoroutineManaged2` str
- 55. `_Object__CurrentThreadIsMainThread` str
- 56. `FindObjectsOfTypeAll` builtin\_function\_or\_method
- 57. `DestroyObject` builtin\_function\_or\_method
- 58. `_MonoBehaviour__StopCoroutineFromEnumeratorManaged` str
- 59. `_Object__CompareBaseObjects` str
- 60. `transform` Transform
- 61. `_PlayerEffect__backEngineFlameRenderer` Array[ParticleSystemRenderer]
- 62. `isActiveAndEnabled` bool

- 63. StopAllCoroutines builtin\_function\_or\_method
- 64. \_Object\_\_ToString str
- 65. Equals builtin\_function\_or\_method
- 66. StartCoroutine builtin\_function\_or\_method
- 67. \_Object\_\_Finalize str
- 68. \_PlayerEffect\_\_handAtmosTrails Array[TrailRenderer]
- 69. \_MonoBehaviour\_\_IsInvoking str
- 70. \_PlayerEffect\_\_horzSpeed Single
- 71. BroadcastMessage builtin\_function\_or\_method
- 72. \_\_reduce\_\_ builtin\_function\_or\_method
- 73. \_PlayerEffect\_\_Update builtin\_function\_or\_method
- 74. \_Object\_\_MemberwiseClone str
- 75. CancelInvoke builtin\_function\_or\_method
- 76. SendMessageUpwards builtin\_function\_or\_method
- 77. GetComponent GenericBuiltinFunction
- 78. \_\_eq\_\_ builtin\_function\_or\_method
- 79. \_MonoBehaviour\_\_StartCoroutineManaged str
- 80. FindSceneObjectsOfType builtin\_function\_or\_method
- 81. GetComponentsInParent GenericBuiltinFunction
- 82. GetType builtin\_function\_or\_method
- 83. enabled bool
- 84. \_MonoBehaviour\_\_CancelInvoke str
- 85. tag str
- 86. \_Object\_\_Internal\_CloneSingle str
- 87. \_Object\_\_Internal\_InstantiateSingle str

88. `_Object__InternalInstantiateSingleInjected` str  
89. `_Object__m_CachedPtr` str  
90. `_Object__InternalCloneSingleWithParent` str  
91. `_Component__GetComponentFastPath` str  
92. `FindObjectOfType` GenericBuiltinFunction  
93. `_MonoBehaviour__StopCoroutineManaged` str  
94. `player` Player  
95. `FindObjectOfType` GenericBuiltinFunction  
96. `__sizeof__` builtin\_function\_or\_method  
97. `ReferenceEquals` builtin\_function\_or\_method  
98. `__init__` builtin\_function\_or\_method  
99. `_PlayerEffect__Start` builtin\_function\_or\_method  
100. `__new__` builtin\_function\_or\_method  
101. `Invoke` builtin\_function\_or\_method  
102. `_Object__SetName` str  
103. `GetComponentInChildren` GenericBuiltinFunction  
104. `MemberwiseClone` builtin\_function\_or\_method  
105. `_Object__objectIsNullMessage` str  
106. `InvokeRepeating` builtin\_function\_or\_method  
107. `__repr__` builtin\_function\_or\_method  
108. `_MonoBehaviour__IsObjectMonoBehaviour` str  
109. `_PlayerEffect__torchEffect` ParticleSystem  
110. `gameObject` GameObject  
111. `__getattr__` builtin\_function\_or\_method  
112. `__reduce_ex__` builtin\_function\_or\_method

- 113. DestroyImmediate builtin\_function\_or\_method
- 114. \_PlayerEffect\_\_backEngineEffect Array[ParticleSystem]
- 115. Finalize builtin\_function\_or\_method
- 116. \_Object\_\_InternalGetHashCode str
- 117. \_\_doc\_\_ str
- 118. \_PlayerEffect\_\_animator PlayerAnimator

## 20 PlayerNavigation

- 1. OnThresholdChange builtin\_function\_or\_method
- 2. \_\_str\_\_ builtin\_function\_or\_method
- 3. \_PlayerNavigation\_\_set\_gameData builtin\_function\_or\_method
- 4. \_PlayerNavigation\_\_mekanik\_\_BackingField str
- 5. GetHashCode builtin\_function\_or\_method
- 6. Resume builtin\_function\_or\_method
- 7. \_\_class\_\_ type
- 8. Free builtin\_function\_or\_method
- 9. useFly bool
- 10. useWarp bool
- 11. \_PlayerNavigation\_\_set\_history builtin\_function\_or\_method
- 12. useSail bool
- 13. useFlyFinally bool
- 14. warpThreshold float
- 15. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 16. ToString builtin\_function\_or\_method
- 17. \_PlayerNavigation\_\_get\_history builtin\_function\_or\_method

18. `_PlayerNavigation__onArrive` Action
19. `DetermineHighVelocity` builtin\_function\_or\_method
20. `sailThreshold` float
21. `SAIL_MIN` float
22. `_Object__obj_address` str
23. `_PlayerNavigation__galaxy` GalaxyData
24. `_PlayerNavigation__arriveFactor` Single
25. `useSailFinally` bool
26. `__setattr__` builtin\_function\_or\_method
27. `Finalize` builtin\_function\_or\_method
28. `_PlayerNavigation__GameData_k__BackingField` str
29. `maxSailSpeed` float
30. `_PlayerNavigation__gameData` GameData
31. `WARP_MIN` float
32. `_Object__FieldSetter` str
33. `navigating` bool
34. `_PlayerNavigation__set_mecha` builtin\_function\_or\_method
35. `_PlayerNavigation__player_k__BackingField` str
36. `DetermineSailVelocity` builtin\_function\_or\_method
37. `flyThreshold` float
38. `naviUTarget` VectorLF3
39. `SetForNewGame` builtin\_function\_or\_method
40. `_PlayerNavigation__history_k__BackingField` str
41. `DetermineLowVelocity` builtin\_function\_or\_method
42. `stage` ENaviStage

- 43. `Navigate` builtin\_function\_or\_method
- 44. `__delattr__` builtin\_function\_or\_method
- 45. `__repr__` builtin\_function\_or\_method
- 46. `_PlayerNavigation__get_galaxy` builtin\_function\_or\_method
- 47. `Pause` builtin\_function\_or\_method
- 48. `Import` builtin\_function\_or\_method
- 49. `FLY_MIN` float
- 50. `Equals` builtin\_function\_or\_method
- 51. `_PlayerNavigation__get_player` builtin\_function\_or\_method
- 52. `_Object__Finalize` str
- 53. `__doc__` str
- 54. `__getattr__` builtin\_function\_or\_method
- 55. `SphericalDistance` builtin\_function\_or\_method
- 56. `_PlayerNavigation__history` GameHistoryData
- 57. `DetermineHighOperation` builtin\_function\_or\_method
- 58. `FLY_OFF` float
- 59. `GameTick` builtin\_function\_or\_method
- 60. `_PlayerNavigation__get_gameData` builtin\_function\_or\_method
- 61. `WARP_OFF` float
- 62. `GetType` builtin\_function\_or\_method
- 63. `Abort` builtin\_function\_or\_method
- 64. `__hash__` builtin\_function\_or\_method
- 65. `_PlayerNavigation__player` Player
- 66. `SAIL_OFF` float
- 67. `__reduce__` builtin\_function\_or\_method



- 68. `_Object__MemberwiseClone` str
- 69. `useWarpFinally` bool
- 70. `Init` builtin\_function\_or\_method
- 71. `_PlayerNavigation__galaxyjk__BackingField` str
- 72. `__sizeof__` builtin\_function\_or\_method
- 73. `ReferenceEquals` builtin\_function\_or\_method
- 74. `__init__` builtin\_function\_or\_method
- 75. `__reduce_ex__` builtin\_function\_or\_method
- 76. `__new__` builtin\_function\_or\_method
- 77. `__format__` builtin\_function\_or\_method
- 78. `_Object__FieldGetter` str
- 79. `MemberwiseClone` builtin\_function\_or\_method
- 80. `onArrive` BoundEvent
- 81. `_PlayerNavigation__set_player` builtin\_function\_or\_method
- 82. `naviTarget` VectorLF3
- 83. `hasTask` bool
- 84. `Arrive` builtin\_function\_or\_method
- 85. `naviAstroId` int
- 86. `_Object__InternalGetHashCode` str
- 87. `DetermineArrive` builtin\_function\_or\_method
- 88. `_PlayerNavigation__set_galaxy` builtin\_function\_or\_method
- 89. `Export` builtin\_function\_or\_method
- 90. `_PlayerNavigation__mecha` Mecha
- 91. `_PlayerNavigation__get_mecha` builtin\_function\_or\_method
- 92. `absoluteDistToTarget` float

## 21 PlayerOrder

1. `__str__` builtin\_function\_or\_method
2. `__getattr__` builtin\_function\_or\_method
3. `_Object__MemberwiseClone` str
4. `Equals` builtin\_function\_or\_method
5. `_PlayerOrder__player` Player
6. `_PlayerOrder__set_currentOrder` builtin\_function\_or\_method
7. `_PlayerOrder__jorderQueuejk__BackingField` str
8. `_PlayerOrder__trimEnd` builtin\_function\_or\_method
9. `GetHashCode` builtin\_function\_or\_method
10. `__sizeof__` builtin\_function\_or\_method
11. `ReferenceEquals` builtin\_function\_or\_method
12. `_Object__FieldGetter` str
13. `Achieve` builtin\_function\_or\_method
14. `GetNextOrderStartPos` builtin\_function\_or\_method
15. `__setattr__` builtin\_function\_or\_method
16. `__reduce_ex__` builtin\_function\_or\_method
17. `__new__` builtin\_function\_or\_method
18. `Finalize` builtin\_function\_or\_method
19. `Enqueue` builtin\_function\_or\_method
20. `__format__` builtin\_function\_or\_method
21. `__class__` type
22. `_PlayerOrder__set_orderCount` builtin\_function\_or\_method
23. `_Object__FieldSetter` str

- 24. MemberwiseClone builtin\_function\_or\_method
- 25. \_PlayerOrder\_\_set\_orderQueue builtin\_function\_or\_method
- 26. \_\_init\_\_ builtin\_function\_or\_method
- 27. \_Object\_\_Finalize str
- 28. \_\_doc\_\_ str
- 29. \_PlayerOrder\_\_currentOrder;k\_\_BackingField str
- 30. orderCount int
- 31. \_PlayerOrder\_\_Dequeue builtin\_function\_or\_method
- 32. Clear builtin\_function\_or\_method
- 33. FindOrderAndPrevOrder builtin\_function\_or\_method
- 34. currentOrder NoneType
- 35. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 36. ToString builtin\_function\_or\_method
- 37. \_\_reduce\_\_ builtin\_function\_or\_method
- 38. ReachTest builtin\_function\_or\_method
- 39. Order builtin\_function\_or\_method
- 40. GameTick builtin\_function\_or\_method
- 41. \_PlayerOrder\_\_orderCount;k\_\_BackingField str
- 42. \_Object\_\_InternalGetHashCode str
- 43. GetType builtin\_function\_or\_method
- 44. \_\_delattr\_\_ builtin\_function\_or\_method
- 45. Abort builtin\_function\_or\_method
- 46. \_\_repr\_\_ builtin\_function\_or\_method
- 47. orderQueue Array[OrderNode]
- 48. \_\_hash\_\_ builtin\_function\_or\_method

- 49. kMaxOrder int
- 50. \_Object\_\_obj\_address str

## 22 ProductionStatistics

- 1. Equals builtin\_function\_or\_method
- 2. CreateFactoryStat builtin\_function\_or\_method
- 3. \_\_str\_\_ builtin\_function\_or\_method
- 4. LEVEL2\_TICK int
- 5. \_\_getattr\_\_ builtin\_function\_or\_method
- 6. \_Object\_\_MemberwiseClone str
- 7. LEVEL\_LENGTH int
- 8. Init builtin\_function\_or\_method
- 9. \_ProductionStatistics\_\_onItemChange NoneType
- 10. gameData GameData
- 11. Import builtin\_function\_or\_method
- 12. GetHashCode builtin\_function\_or\_method
- 13. favoriteIds Array[int]
- 14. uiProductIndices Array[int]
- 15. ReferenceEquals builtin\_function\_or\_method
- 16. \_Object\_\_FieldGetter str
- 17. \_\_init\_\_ builtin\_function\_or\_method
- 18. \_\_sizeof\_\_ builtin\_function\_or\_method
- 19. \_\_setattr\_\_ builtin\_function\_or\_method
- 20. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
- 21. GROUP\_LENGTH int

- 22. `__new__` builtin\_function\_or\_method
- 23. `Finalize` builtin\_function\_or\_method
- 24. `factoryStatPool` Array[FactoryProductionStat]
- 25. `LEVEL0_TICK` int
- 26. `__format__` builtin\_function\_or\_method
- 27. `__class__` type
- 28. `Free` builtin\_function\_or\_method
- 29. `_Object__FieldSetter` str
- 30. `MemberwiseClone` builtin\_function\_or\_method
- 31. `TOTAL_LEVEL` int
- 32. `_Object__Finalize` str
- 33. `DYSON_STRUCTURE_ID` int
- 34. `__repr__` builtin\_function\_or\_method
- 35. `__doc__` str
- 36. `AfterTick` builtin\_function\_or\_method
- 37. `LEVEL4_TICK` int
- 38. `__subclasshook__` builtin\_function\_or\_method
- 39. `ToString` builtin\_function\_or\_method
- 40. `PrepareTick` builtin\_function\_or\_method
- 41. `DYSON_CELL_ID` int
- 42. `__reduce__` builtin\_function\_or\_method
- 43. `onItemChange` BoundEvent
- 44. `LEVEL1_TICK` int
- 45. `GameTick` builtin\_function\_or\_method
- 46. `_Object__InternalGetHashCode` str

- 47. GetType builtin\_function\_or\_method
- 48. uiProductStats Array[ProductStat]
- 49. STAT\_LEVEL\_COUNT int
- 50. \_\_delattr\_\_ builtin\_function\_or\_method
- 51. Export builtin\_function\_or\_method
- 52. SOLAR\_SAIL\_ID int
- 53. LEVEL5\_TICK int
- 54. \_\_hash\_\_ builtin\_function\_or\_method
- 55. LEVEL3\_TICK int
- 56. firstCreateIds Array[int]
- 57. \_Object\_\_obj\_address str

## 23 StarData

- 1. asterBelt2Radius Single
- 2. color Single
- 3. \_\_str\_\_ builtin\_function\_or\_method
- 4. habitableRadius Single
- 5. \_\_getattr\_\_ builtin\_function\_or\_method
- 6. \_Object\_\_MemberwiseClone str
- 7. uPosition VectorLF3
- 8. classFactor Single
- 9. orbitScaler Single
- 10. radius Single
- 11. planets Array[PlanetData]
- 12. type EStarType

13. GetHashCode builtin\_function\_or\_method
14. lightBalanceRadius Single
15. \_\_sizeof\_\_ builtin\_function\_or\_method
16. ReferenceEquals builtin\_function\_or\_method
17. loaded bool
18. \_Object\_\_FieldGetter str
19. \_\_init\_\_ builtin\_function\_or\_method
20. index int
21. \_\_setattr\_\_ builtin\_function\_or\_method
22. \_\_reduce\_ex\_\_ builtin\_function\_or\_method
23. \_\_new\_\_ builtin\_function\_or\_method
24. Finalize builtin\_function\_or\_method
25. typeString str
26. systemRadius Single
27. \_\_format\_\_ builtin\_function\_or\_method
28. \_\_class\_\_ type
29. Free builtin\_function\_or\_method
30. id int
31. \_Object\_\_FieldSetter str
32. MemberwiseClone builtin\_function\_or\_method
33. \_\_doc\_\_ str
34. Equals builtin\_function\_or\_method
35. kPhysicsRadiusRatio Single
36. \_Object\_\_Finalize str
37. kViewRadiusRatio Single

- 38. onLoaded BoundEvent
- 39. GetResourceAmount builtin\_function\_or\_method
- 40. OrbitsDescString builtin\_function\_or\_method
- 41. kEnterDistance float
- 42. Unload builtin\_function\_or\_method
- 43. NotifyLoaded builtin\_function\_or\_method
- 44. \_\_reduce\_\_ builtin\_function\_or\_method
- 45. resourceCoef Single
- 46. dysonLumino Single
- 47. asterBelt2OrbitIndex Single
- 48. \_\_subclasshook\_\_ builtin\_function\_or\_method
- 49. ToString builtin\_function\_or\_method
- 50. acdiskRadius Single
- 51. viewRadius Single
- 52. physicsRadius Single
- 53. galaxy GalaxyData
- 54. age Single
- 55. temperature Single
- 56. Load builtin\_function\_or\_method
- 57. dysonRadius Single
- 58. displayName str
- 59. name str
- 60. level Single
- 61. planetCount int
- 62. luminosity Single



- 63. `_Object__InternalGetHashCode` str
- 64. `GetType` builtin\_function\_or\_method
- 65. `asterBelt1Radius` Single
- 66. `lifetime` Single
- 67. `__delattr__` builtin\_function\_or\_method
- 68. `seed` int
- 69. `mass` Single
- 70. `__repr__` builtin\_function\_or\_method
- 71. `spectr` ESpectrType
- 72. `__hash__` builtin\_function\_or\_method
- 73. `position` VectorLF3
- 74. `_StarData__onLoaded` NoneType
- 75. `GetResourceSpots` builtin\_function\_or\_method
- 76. `overrideName` str
- 77. `_Object__obj_address` str
- 78. `asterBelt1OrbitIndex` Single

## 24 StarSimulator

- 1. `__format__` builtin\_function\_or\_method
- 2. `_StarSimulator__OnDestroy` builtin\_function\_or\_method
- 3. `_Object__IsNativeObjectAlive` str
- 4. `__str__` builtin\_function\_or\_method
- 5. `SendMessage` builtin\_function\_or\_method
- 6. `GetHashCode` builtin\_function\_or\_method
- 7. `effectMatBlender` StarMaterialBlender

8. `_Object__InternalInstantiateSingleWithParent_Injected` str
9. `bodyRenderer` MeshRenderer
10. `lightMultiplier` Single
11. `testPosition` Single
12. `solidRadius` Single
13. `GetComponentInParent` GenericBuiltinFunction
14. `__class__` type
15. `_StarSimulator__atmoMaterial` NoneType
16. `_Object__CheckNullArgument` str
17. `GetComponents` GenericBuiltinFunction
18. `hideFlags` HideFlags
19. `haloRenderer` MeshRenderer
20. `DontDestroyOnLoad` builtin\_function\_or\_method
21. `_StarSimulator__haloMaterial` NoneType
22. `FindObjectsOfTypeIncludingAssets` builtin\_function\_or\_method
23. `Instantiate` GenericBuiltinFunction
24. `_MonoBehaviour__GetScriptClassName` str
25. `_StarSimulator__atmo_param` Single
26. `_StarSimulator__GetStarMaterialInsts` builtin\_function\_or\_method
27. `_MonoBehaviour__InvokeDelayed` str
28. `atmoMatBlender` StarMaterialBlender
29. `ToString` builtin\_function\_or\_method
30. `GetComponentsInChildren` GenericBuiltinFunction
31. `blackRenderer` MeshRenderer
32. `CompareTag` builtin\_function\_or\_method

- 33. `_Component__GetComponentForListInternal` str
- 34. `name` str
- 35. `IsInvoking` builtin\_function\_or\_method
- 36. `universeSimulator` NoneType
- 37. `SetStarData` builtin\_function\_or\_method
- 38. `Invoke` builtin\_function\_or\_method
- 39. `_Object__EnsureRunningOnMainThread` str
- 40. `_Object__FindObjectFromInstanceID` str
- 41. `_Object__obj_address` str
- 42. `objectGroup` NoneType
- 43. `GetInstanceID` builtin\_function\_or\_method
- 44. `StartCoroutine_Auto` builtin\_function\_or\_method
- 45. `useSunsetColor` Single
- 46. `Destroy` builtin\_function\_or\_method
- 47. `_Object__FieldGetter` str
- 48. `__setattr__` builtin\_function\_or\_method
- 49. `_Object__ctor` str
- 50. `_Object__GetOffsetOfInstanceIDInCplusplusObject` str
- 51. `_MonoBehaviour__Internal_IsInvokingAll` str
- 52. `_Object__FieldSetter` str
- 53. `sunsetColor1` Color
- 54. `sunsetColor0` Color
- 55. `sunsetColor2` Color
- 56. `print` str
- 57. `__ne__` builtin\_function\_or\_method

- 58. useGUILayout bool
- 59. StopCoroutine builtin\_function\_or\_method
- 60. \_MonoBehaviour\_\_Internal\_CancelInvokeAll str
- 61. \_Object\_\_GetCachedPtr str
- 62. \_\_hash\_\_ builtin\_function\_or\_method
- 63. sunColorParam Single
- 64. effectRenderer ParticleSystemRenderer
- 65. UpdateUniversalPosition builtin\_function\_or\_method
- 66. \_Object\_\_Internal\_InstantiateSingleWithParent str
- 67. \_Object\_\_OffsetOfInstanceIDInCPlusPlusObject str
- 68. \_Object\_\_DoesObjectWithInstanceIDExist str
- 69. \_\_delattr\_\_ builtin\_function\_or\_method
- 70. \_Object\_\_GetName str
- 71. runtimeDist float
- 72. \_MonoBehaviour\_\_StartCoroutineManaged2 str
- 73. massRenderer MeshRenderer
- 74. \_Object\_\_CurrentThreadIsMainThread str
- 75. FindObjectsOfTypeAll builtin\_function\_or\_method
- 76. DestroyObject builtin\_function\_or\_method
- 77. \_MonoBehaviour\_\_StopCoroutineFromEnumeratorManaged str
- 78. \_Object\_\_CompareBaseObjects str
- 79. \_Object\_\_cloneDestroyedMessage str
- 80. transform Transform
- 81. isActiveAndEnabled bool
- 82. StopAllCoroutines builtin\_function\_or\_method

- 83. `_Object__ToString` str
- 84. `_StarSimulator__effectMaterial` NoneType
- 85. `Equals` builtin\_function\_or\_method
- 86. `sunFlare` LensFlare
- 87. `_StarSimulator___effect_param` Single
- 88. `_Object__Finalize` str
- 89. `massMatBlender` StarMaterialBlender
- 90. `StartCoroutine` builtin\_function\_or\_method
- 91. `__doc__` str
- 92. `_MonoBehaviour__IsInvoking` str
- 93. `BroadcastMessage` builtin\_function\_or\_method
- 94. `__reduce__` builtin\_function\_or\_method
- 95. `sunLight` Light
- 96. `_Object__MemberwiseClone` str
- 97. `posVector` Vector4
- 98. `SendMessageUpwards` builtin\_function\_or\_method
- 99. `GetComponent` GenericBuiltinFunction
- 100. `_StarSimulator__Awake` builtin\_function\_or\_method
- 101. `__eq__` builtin\_function\_or\_method
- 102. `_MonoBehaviour__StartCoroutineManaged` str
- 103. `FindSceneObjectsOfType` builtin\_function\_or\_method
- 104. `sunSpectParam` ESpectrType
- 105. `visualScale` Single
- 106. `GetType` builtin\_function\_or\_method
- 107. `enabled` bool

- 108. `_MonoBehaviour__CancelInvoke` str
- 109. `tag` str
- 110. `_Object__Internal_CloneSingle` str
- 111. `_StarSimulator__LateUpdate` builtin\_function\_or\_method
- 112. `_Object__Internal_InstantiateSingle` str
- 113. `_Object__Internal_InstantiateSingle_Injected` str
- 114. `_Object__m_CachedPtr` str
- 115. `_Object__Internal_CloneSingleWithParent` str
- 116. `_Component__GetComponentFastPath` str
- 117. `FindObjectsOfType` GenericBuiltinFunction
- 118. `_MonoBehaviour__StopCoroutineManaged` str
- 119. `FindObjectOfType` GenericBuiltinFunction
- 120. `__sizeof__` builtin\_function\_or\_method
- 121. `ReferenceEquals` builtin\_function\_or\_method
- 122. `sunAtmosColor` Color
- 123. `__init__` builtin\_function\_or\_method
- 124. `__reduce_ex__` builtin\_function\_or\_method
- 125. `__new__` builtin\_function\_or\_method
- 126. `atmosRenderer` MeshRenderer
- 127. `_Object__SetName` str
- 128. `GetComponentInChildren` GenericBuiltinFunction
- 129. `blackHole` NoneType
- 130. `MemberwiseClone` builtin\_function\_or\_method
- 131. `_StarSimulator__bodyMaterial` NoneType
- 132. `_Object__objectIsNullMessage` str

- 133. InvokeRepeating builtin\_function\_or\_method
- 134. \_\_repr\_\_ builtin\_function\_or\_method
- 135. \_StarSimulator\_\_massMaterial NoneType
- 136. \_MonoBehaviour\_\_IsObjectMonoBehaviour str
- 137. gameObject GameObject
- 138. \_\_getattr\_\_ builtin\_function\_or\_method
- 139. effect ParticleSystem
- 140. sunriseAtmosColor Color
- 141. DestroyImmediate builtin\_function\_or\_method
- 142. Finalize builtin\_function\_or\_method
- 143. \_Object\_\_InternalGetHashCode str
- 144. GetComponentInParent GenericBuiltinFunction
- 145. CancelInvoke builtin\_function\_or\_method
- 146. starData NoneType
- 147. \_\_subclasshook\_\_ builtin\_function\_or\_method

## 25 UniverseSimulator

- 1. \_\_format\_\_ builtin\_function\_or\_method
- 2. \_Object\_\_IsNativeObjectAlive str
- 3. OnGameShut builtin\_function\_or\_method
- 4. \_\_str\_\_ builtin\_function\_or\_method
- 5. starPrefab StarSimulator
- 6. SendMessage builtin\_function\_or\_method
- 7. GetHashCode builtin\_function\_or\_method
- 8. backgroundStars Transform

9. `_Object__InstantiateSingleWithParent_Injected` str
10. `GetComponentInParent` GenericBuiltinFunction
11. `__class__` type
12. `_Object__CheckNullArgument` str
13. `GetComponents` GenericBuiltinFunction
14. `hideFlags` HideFlags
15. `sunBodyColor2` Gradient
16. `DontDestroyOnLoad` builtin\_function\_or\_method
17. `FindObjectsOfTypeIncludingAssets` builtin\_function\_or\_method
18. `Instantiate` GenericBuiltinFunction
19. `_MonoBehaviour__GetScriptClassName` str
20. `_MonoBehaviour__InvokeDelayed` str
21. `__subclasshook__` builtin\_function\_or\_method
22. `ToString` builtin\_function\_or\_method
23. `GetComponentsInChildren` GenericBuiltinFunction
24. `CompareTag` builtin\_function\_or\_method
25. `name` str
26. `sunFlareG` Flare
27. `sunFlareF` Flare
28. `sunFlareD` Flare
29. `_Component__GetComponentsForListInternal` str
30. `sunFlareB` Flare
31. `sunFlareA` Flare
32. `OnGameBegin` builtin\_function\_or\_method
33. `sunFlareO` Flare



- 34. sunFlareN Flare
- 35. sunFlareM Flare
- 36. IsInvoking builtin\_function\_or\_method
- 37. sunFlareK Flare
- 38. Invoke builtin\_function\_or\_method
- 39. \_Object\_\_EnsureRunningOnMainThread str
- 40. \_Object\_\_FindObjectFromInstanceID str
- 41. sunLightColor Gradient
- 42. \_Object\_\_obj\_address str
- 43. sunFlareX Flare
- 44. GetInstanceID builtin\_function\_or\_method
- 45. FindPlanetSimulator builtin\_function\_or\_method
- 46. StartCoroutine\_Auto builtin\_function\_or\_method
- 47. Destroy builtin\_function\_or\_method
- 48. \_Object\_\_FieldGetter str
- 49. \_\_setattr\_\_ builtin\_function\_or\_method
- 50. \_Object\_\_c\_\_ctor str
- 51. \_Object\_\_GetOffsetOfInstanceIDInCPlusPlusObject str
- 52. \_MonoBehaviour\_\_Internal\_IsInvokingAll str
- 53. spaceAudio SpaceAudio
- 54. \_Object\_\_FieldSetter str
- 55. sunsetColor1 Gradient
- 56. sunsetColor0 Gradient
- 57. sunsetColor2 Gradient
- 58. print str

- 59. FindStarSimulator builtin\_function\_or\_method
- 60. \_\_ne\_\_ builtin\_function\_or\_method
- 61. useGUILayout bool
- 62. StopCoroutine builtin\_function\_or\_method
- 63. \_MonoBehaviour\_\_Internal\_CancelInvokeAll str
- 64. \_Object\_\_GetCachedPtr str
- 65. \_\_hash\_\_ builtin\_function\_or\_method
- 66. \_Object\_\_cloneDestroyedMessage str
- 67. \_Object\_\_Internal\_InstantiateSingleWithParent str
- 68. \_Object\_\_OffsetOfInstanceIDInCPlusPlusObject str
- 69. \_Object\_\_DoesObjectWithInstanceIDExist str
- 70. OnUpdate builtin\_function\_or\_method
- 71. \_\_delattr\_\_ builtin\_function\_or\_method
- 72. \_Object\_\_GetName str
- 73. \_MonoBehaviour\_\_StartCoroutineManaged2 str
- 74. planetSimulators Array[PlanetSimulator]
- 75. \_Object\_\_CurrentThreadIsMainThread str
- 76. FindObjectsOfTypeAll builtin\_function\_or\_method
- 77. DestroyObject builtin\_function\_or\_method
- 78. sunLightMultiplier AnimationCurve
- 79. \_MonoBehaviour\_\_StopCoroutineFromEnumeratorManaged str
- 80. \_Object\_\_CompareBaseObjects str
- 81. sunshaftColor Gradient
- 82. transform Transform
- 83. DestroyImmediate builtin\_function\_or\_method

- 84. isActiveAndEnabled bool
- 85. StopAllCoroutines builtin\_function\_or\_method
- 86. \_Object\_\_ToString str
- 87. backgroundStarsPrefab Transform
- 88. Equals builtin\_function\_or\_method
- 89. StartCoroutine builtin\_function\_or\_method
- 90. \_Object\_\_Finalize str
- 91. \_\_doc\_\_ str
- 92. \_MonoBehaviour\_\_IsInvoking str
- 93. BroadcastMessage builtin\_function\_or\_method
- 94. SetLocalStar builtin\_function\_or\_method
- 95. \_\_reduce\_\_ builtin\_function\_or\_method
- 96. \_Object\_\_MemberwiseClone str
- 97. CancelInvoke builtin\_function\_or\_method
- 98. SendMessageUpwards builtin\_function\_or\_method
- 99. GetComponent GenericBuiltinFunction
- 100. galaxyData GalaxyData
- 101. \_\_eq\_\_ builtin\_function\_or\_method
- 102. \_MonoBehaviour\_\_StartCoroutineManaged str
- 103. FindSceneObjectsOfType builtin\_function\_or\_method
- 104. GameTick builtin\_function\_or\_method
- 105. sunHaloColor Gradient
- 106. sunBodyColor1 Gradient
- 107. OnGameLoaded builtin\_function\_or\_method
- 108. GetType builtin\_function\_or\_method

- 109. enabled bool
- 110. \_MonoBehaviour\_\_CancelInvoke str
- 111. tag str
- 112. \_Object\_\_Internal\_CloneSingle str
- 113. OnProcedureDraw builtin\_function\_or\_method
- 114. \_Object\_\_Internal\_InstantiateSingle str
- 115. \_Object\_\_Internal\_InstantiateSingle\_Injected str
- 116. \_Object\_\_m\_CachedPtr str
- 117. \_Object\_\_Internal\_CloneSingleWithParent str
- 118. \_Component\_\_GetComponentFastPath str
- 119. FindObjectsOfType GenericBuiltinFunction
- 120. \_MonoBehaviour\_\_StopCoroutineManaged str
- 121. FindObjectOfType GenericBuiltinFunction
- 122. \_\_sizeof\_\_ builtin\_function\_or\_method
- 123. ReferenceEquals builtin\_function\_or\_method
- 124. sunAtmosColor Gradient
- 125. \_\_init\_\_ builtin\_function\_or\_method
- 126. VirtualMapping builtin\_function\_or\_method
- 127. \_\_new\_\_ builtin\_function\_or\_method
- 128. SetPlanetSimulator builtin\_function\_or\_method
- 129. \_Object\_\_SetName str
- 130. GetComponentInChildren GenericBuiltinFunction
- 131. MemberwiseClone builtin\_function\_or\_method
- 132. \_Object\_\_objectIsNullMessage str
- 133. InvokeRepeating builtin\_function\_or\_method

- 134. `__repr__` builtin\_function\_or\_method
- 135. `_MonoBehaviour_IsObjectMonoBehaviour` str
- 136. `gameObject` GameObject
- 137. `__getattr__` builtin\_function\_or\_method
- 138. `__reduce_ex__` builtin\_function\_or\_method
- 139. `sunriseAtmosColor` Gradient
- 140. `OnGameEnd` builtin\_function\_or\_method
- 141. `LocalStarSimulator` builtin\_function\_or\_method
- 142. `Finalize` builtin\_function\_or\_method
- 143. `_Object__InternalGetHashCode` str
- 144. `GetComponentInParent` GenericBuiltinFunction
- 145. `starSimulators` Array[StarSimulator]