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54. RemoveTankComponent builtin_function_or_method

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56. tankCursor int

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58. TakeBackItems_Storage builtin_function_or_method

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4. __getattribute__ 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__¡hidePlayerModel¿k__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. __getattribute__ 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¿k__BackingField str

79. OnActivePlanetFactoryLoaded builtin_function_or_method

80. _GameData__¡guideMission¿k__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. VarifyTechQueue 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. __getattribute__ 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__Internal_InstantiateSingleWithParent_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__.cctor 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___gpuiManager GPUInstancingManager

68. localStar StarData

69. _GameMain__¡universeSimulator¿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__.cctor 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. __getattribute__ 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. GetComponentsInParent 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. __getattribute__ 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. __getattribute__ 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. __getattribute__ 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. WARPER_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. WARPER_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. WARPER_COST int

56. __doc__ str

57. walkPower float

58. EC_MAX int

59. _Mecha___dronesSpeed Single

60. __getattribute__ 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. __getattribute__ 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. __getattribute__ 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. __getattribute__ 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__¡sandCount¿k__BackingField str

3. __str__ builtin_function_or_method

4. _Player__¡audio¿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__¡buildTarget¿k__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__¡navigation¿k__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__¡animator¿k__BackingField str

63. _Player__sandCountChanged Action[int, int]

71

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. __getattribute__ builtin_function_or_method

73. _Player__¡orders¿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__¡effect¿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__¡controller¿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__Internal_InstantiateSingleWithParent_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__Internal_InstantiateSingle_Injected str

89. _Object__m_CachedPtr str

90. _Object__Internal_CloneSingleWithParent str

91. _Component__GetComponentFastPath str

92. FindObjectsOfType 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. __getattribute__ 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__¡mecha¿k__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. __getattribute__ 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__¡galaxy¿k_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. __getattribute__ 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__¡orderQueue¿k__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. __getattribute__ 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

85

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. __getattribute__ 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__Internal_InstantiateSingleWithParent_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__GetComponentsForListInternal 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__.cctor 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. __getattribute__ 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. GetComponentsInParent 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_Internal_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__.cctor 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. __getattribute__ 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. GetComponentsInParent GenericBuiltinFunction

145. starSimulators Array[StarSimulator]