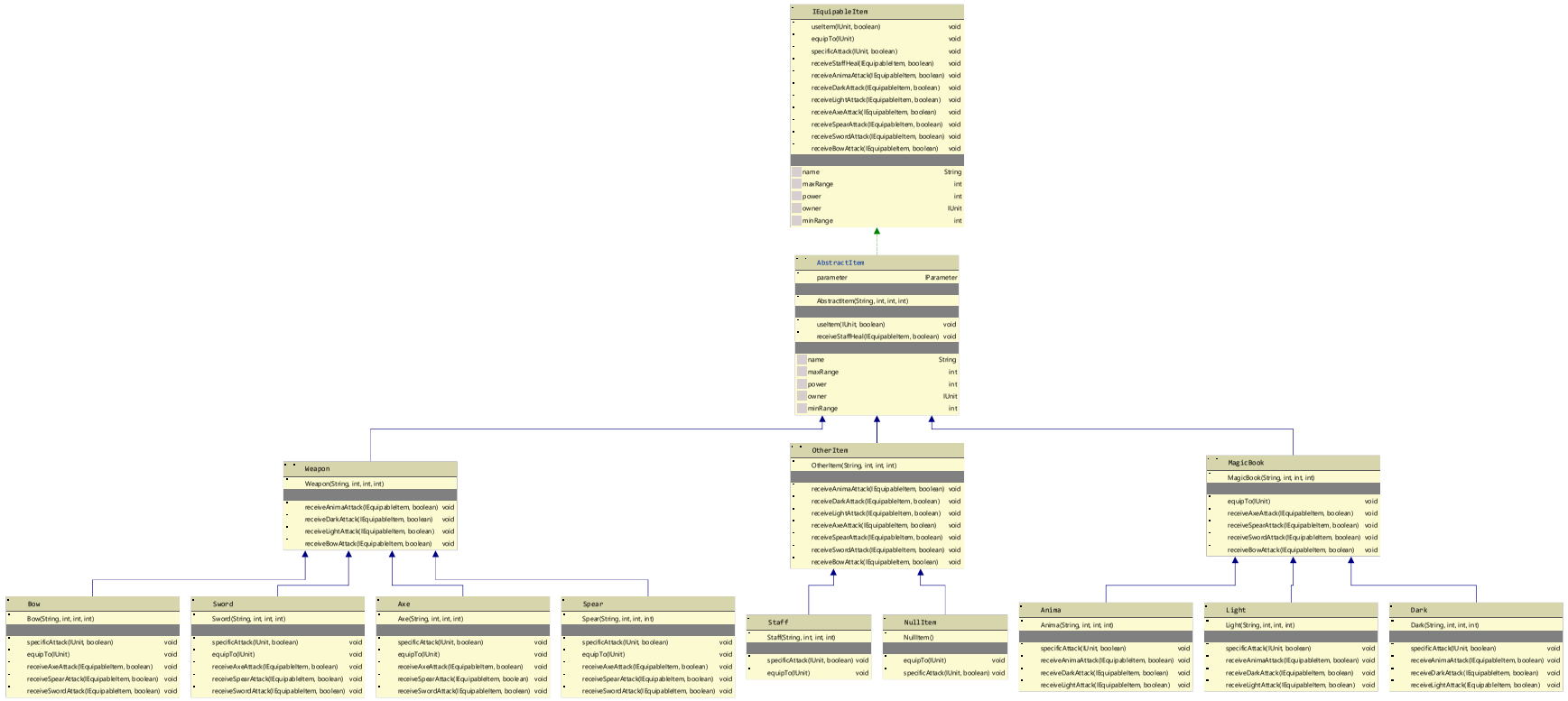
IEquipableItem
- useItem(IUnit, boolean) void
- equipTo(IUnit) void
- specificAttack(IUnit, boolean) void
- receiveStaffHeal(IEquipableItem, boolean) void
- receiveAnimaAttack(IEquipableItem, boolean) void
- receiveDarkAttack(IEquipableItem, boolean) void
- receiveLightAttack(IEquipableItem, boolean) void
- receiveAxeAttack(IEquipableItem, boolean) void
- receiveSpearAttack(IEquipableItem, boolean) void
- receiveSwordAttack(IEquipableItem, boolean) void
- receiveBowAttack(IEquipableItem, boolean) void
- name String
- maxRange int
- power int
- owner IUnit
- minRange int
AbstractItem
- parameter IParameter
- AbstractItem(String, int, int, int)
- useItem(IUnit, boolean) void
- receiveStaffHeal(IEquipableItem, boolean) void
- name String
- maxRange int
- power int
- owner IUnit
- minRange int
Weapon
- Weapon(String, int, int, int)
- receiveAnimaAttack(IEquipableItem, boolean) void
- receiveDarkAttack(IEquipableItem, boolean) void
- receiveLightAttack(IEquipableItem, boolean) void
- receiveBowAttack(IEquipableItem, boolean) void
OtherItem
- OtherItem(String, int, int, int)
- receiveAnimaAttack(IEquipableItem, boolean) void
- receiveDarkAttack(IEquipableItem, boolean) void
- receiveLightAttack(IEquipableItem, boolean) void
- receiveAxeAttack(IEquipableItem, boolean) void
- receiveSpearAttack(IEquipableItem, boolean) void
- receiveSwordAttack(IEquipableItem, boolean) void
- receiveBowAttack(IEquipableItem, boolean) void
MagicBook
- MagicBook(String, int, int, int)
- equipTo(IUnit) void
- receiveAxeAttack(IEquipableItem, boolean) void
- receiveSpearAttack(IEquipableItem, boolean) void
- receiveSwordAttack(IEquipableItem, boolean) void
- receiveBowAttack(IEquipableItem, boolean) void
Bow
- Bow(String, int, int, int)
- specificAttack(IUnit, boolean) void
- equipTo(IUnit) void
- receiveAxeAttack(IEquipableItem, boolean) void
- receiveSpearAttack(IEquipableItem, boolean) void
- receiveSwordAttack(IEquipableItem, boolean) void
Sword
- Sword(String, int, int, int)
- specificAttack(IUnit, boolean) void
- equipTo(IUnit) void
- receiveAxeAttack(IEquipableItem, boolean) void
- receiveSpearAttack(IEquipableItem, boolean) void
- receiveSwordAttack(IEquipableItem, boolean) void
Axe
- Axe(String, int, int, int)
- specificAttack(IUnit, boolean) void
- equipTo(IUnit) void
- receiveAxeAttack(IEquipableItem, boolean) void
- receiveSpearAttack(IEquipableItem, boolean) void
- receiveSwordAttack(IEquipableItem, boolean) void
Spear
- Spear(String, int, int, int)
- specificAttack(IUnit, boolean) void
- equipTo(IUnit) void
- receiveAxeAttack(IEquipableItem, boolean) void
- receiveSpearAttack(IEquipableItem, boolean) void
- receiveSwordAttack(IEquipableItem, boolean) void
Staff
- Staff(String, int, int, int)
- specificAttack(IUnit, boolean) void
- equipTo(IUnit) void
NullItem
- NullItem()
- equipTo(IUnit) void
- specificAttack(IUnit, boolean) void
Anima
- Anima(String, int, int, int)
- specificAttack(IUnit, boolean) void
- receiveAnimaAttack(IEquipableItem, boolean) void
- receiveDarkAttack(IEquipableItem, boolean) void
- receiveLightAttack(IEquipableItem, boolean) void
Light
- Light(String, int, int, int)
- specificAttack(IUnit, boolean) void
- receiveAnimaAttack(IEquipableItem, boolean) void
- receiveDarkAttack(IEquipableItem, boolean) void
- receiveLightAttack(IEquipableItem, boolean) void
Dark
- Dark(String, int, int, int)
- specificAttack(IUnit, boolean) void
- receiveAnimaAttack(IEquipableItem, boolean) void
- receiveDarkAttack(IEquipableItem, boolean) void
- receiveLightAttack(IEquipableItem, boolean) void