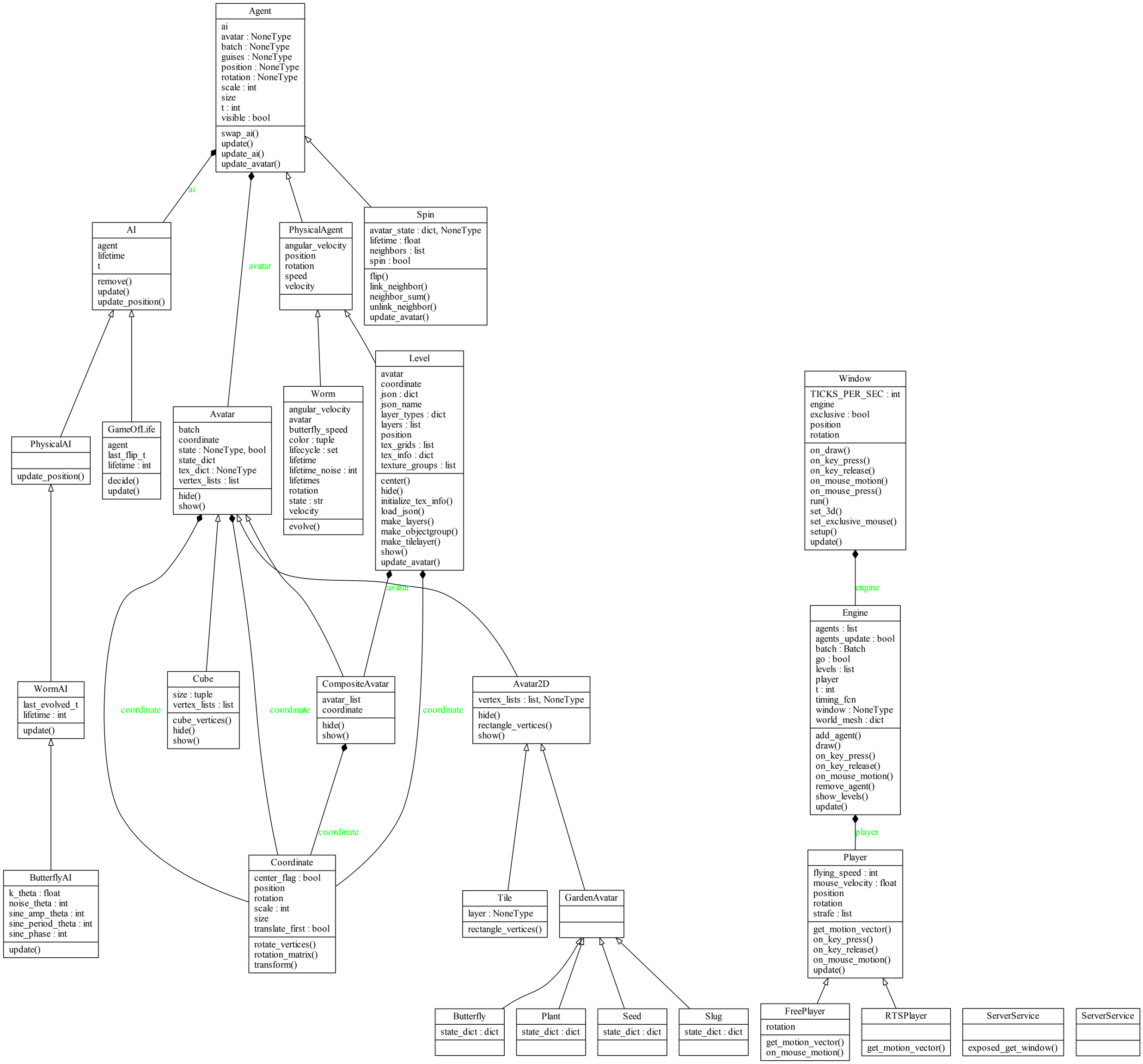
Agent
ai
avatar : NoneType
batch : NoneType
guises : NoneType
position : NoneType
rotation : NoneType
scale : int
size
t : int
visible : bool
swap_ai()
update()
update_ai()
update_avatar()
ai
avatar
AI
agent
lifetime
t
remove()
update()
update_position()
PhysicalAgent
angular_velocity
position
rotation
speed
velocity
Spin
avatar_state : dict, NoneType
lifetime : float
neighbors : list
spin : bool
flip()
link_neighbor()
neighbor_sum()
unlink_neighbor()
update_avatar()
Level
avatar
coordinate
json : dict
json_name
layer_types : dict
layers : list
position
tex_grids : list
tex_info : dict
texture_groups : list
center()
hide()
initialize_tex_info()
load_json()
make_layers()
make_objectgroup()
make_tilelayer()
show()
update_avatar()
Worm
angular_velocity
avatar
butterfly_speed
color : tuple
lifecycle : set
lifetime
lifetime_noise : int
lifetimes
rotation
state : str
velocity
evolve()
Avatar
batch
coordinate
state : NoneType, bool
state_dict
tex_dict : NoneType
vertex_lists : list
hide()
show()
GameOfLife
agent
last_flip_t
lifetime : int
decide()
update()
PhysicalAI
update_position()
Window
TICKS_PER_SEC : int
engine
exclusive : bool
position
rotation
on_draw()
on_key_press()
on_key_release()
on_mouse_motion()
on_mouse_press()
run()
set_3d()
set_exclusive_mouse()
setup()
update()
avatar
engine
Engine
agents : list
agents_update : bool
batch : Batch
go : bool
levels : list
player
t : int
timing_fcn
window : NoneType
world_mesh : dict
add_agent()
draw()
on_key_press()
on_key_release()
on_mouse_motion()
remove_agent()
show_levels()
update()
coordinate
coordinate
coordinate
coordinate
coordinate
Cube
size : tuple
vertex_lists : list
cube_vertices()
hide()
show()
CompositeAvatar
avatar_list
coordinate
hide()
show()
Avatar2D
vertex_lists : list, NoneType
hide()
rectangle_vertices()
show()
player
WormAI
last_evolved_t
lifetime : int
update()
Coordinate
center_flag : bool
position
rotation
scale : int
size
translate_first : bool
rotate_vertices()
rotation_matrix()
transform()
Player
flying_speed : int
mouse_velocity : float
position
rotation
strafe : list
get_motion_vector()
on_key_press()
on_key_release()
on_mouse_motion()
update()
ButterflyAI
k_theta : float
noise_theta : int
sine_amp_theta : int
sine_period_theta : int
sine_phase : int
update()
Tile
layer : NoneType
rectangle_vertices()
GardenAvatar
Butterfly
state_dict : dict
Plant
state_dict : dict
Seed
state_dict : dict
Slug
state_dict : dict
FreePlayer
rotation
get_motion_vector()
on_mouse_motion()
RTSPlayer
get_motion_vector()
ServerService
exposed_get_window()
ServerService