Complexity metrics

Method	CogC	ev(G)	iv(G)	v(G)
mindustry.entities.comp.UnitComp.update()	93	1	55	**71**
mindustry.entities.comp.BuilderComp.updateBuildLogic	105	17	49	**70**
mindustry.entities.comp.UnitComp.sense(LAccess)	58	1	33	**61**
mindustry.entities.comp.BuildingComp.sense(LAccess)	43	1	27	**50**
mindustry.entities.comp.BulletComp.tileRaycast(int	63	9	24	**39**
mindustry.entities.comp.LegsComp.update()	53	1	18	**28**
mindustry.entities.comp.TankComp.update()	36	1	23	**27**
mindustry.entities.comp.MinerComp.update()	34	2	24	**26**
mindustry.entities.comp.UnitComp.destroy()	29	2	21	**26**
mindustry.entities.comp.BuilderComp.validatePlans()	18	1	20	**23**
mindustry.entities.comp.BuildingComp.moveLiquid(Buil	33	4	15	**23**
mindustry.entities.comp.PuddleComp.update()	26	4	18	**22**
mindustry.entities.comp.BuildingComp.display(Table)	86	1	19	**21**
mindustry.entities.comp.BuildingComp.getPowerConnec	10	2	11	**20**
mindustry.entities.comp.BuildingComp.calculateHeat(fl	35	1	14	**18**
mindustry.entities.comp.UnitComp.setProp(LAccess	13	1	13	**18**
mindustry.entities.comp.FireComp.update()	17	3	14	**17**
mindustry.entities.comp.BuildingComp.updateConsump	19	3	9	**16**
mindustry.entities.comp.PlayerComp.draw()	18	2	8	**16**
mindustry.entities.comp.BuildingComp.addPlan(boolean	17	7	12	**15**
mindustry.entities.comp.BuildingComp.dump(Item)	25	9	13	**15**
mindustry.entities.comp.BuildingComp.readBase(Reads	19	1	12	**15**
mindustry.entities.comp.BulletComp.update()	15	1	10	**15**
mindustry.entities.comp.PlayerComp.unit(Unit)	15	3	11	**15**
mindustry.entities.comp.UnitComp.setProp(LAccess	29	1	15	**15**
mindustry.entities.comp.UnitComp.senseObject(LAcces	24	1	9	**14**
mindustry.entities.comp.BuildingComp.configured(Unit	15	1	8	**13**
mindustry.entities.comp.BuildingComp.dumpLiquid(Liqu	13	4	11	**13**
mindustry.entities.comp.BuildingComp.setProp(Unlocka	15	1	11	**13**
mindustry.entities.comp.BuilderComp.drawBuilding()	10	3	8	**12**
mindustry.entities.comp.BuilderComp.drawBuildingBear	13	3	6	**12**
mindustry.entities.comp.CrawlComp.update()	43	1	9	**12**
mindustry.entities.comp.BuildingComp.changeTeam(Tea	12	3	6	**11**
mindustry.entities.comp.BuildingComp.isDiscovered(Tea	7	4	7	**11**
mindustry.entities.comp.BuildingComp.onDestroyed()	10	1	8	**11**
mindustry.entities.comp.BuildingComp.writeBase(Writes	10	1	8	**11**
mindustry.entities.comp.MechComp.update()	8	1	11	**11**
mindustry.entities.comp.PlayerComp.update()	13	1	10	**11**
mindustry.entities.comp.StatusComp.update()	20	2	6	**11**
mindustry.entities.comp.WorldLabelComp.drawAt(String	12	1	5	**11**
mindustry.entities.comp.BuilderComp.shouldSkip(Buildl	5	2	9	10
mindustry.entities.comp.BuildingComp.setProp(LAccess	10	1	8	10

mindustry.entities.comp.BulletComp.checkUnderBuild(E	4	1	8	10
mindustry.entities.comp.StatusComp.apply(StatusEffec	11	6	8	10
mindustry.entities.comp.UnitComp.sense(Content)	15	4	8	10
mindustry.entities.comp.BuilderComp.addBuild(BuildPla	10	4	3	9
mindustry.entities.comp.BuilderComp.drawBuildPlans()	13	4	8	9
mindustry.entities.comp.BuildingComp.senseObject(LA	10	1	8	9
mindustry.entities.comp.PayloadComp.tryDropPayload(	6	4	9	9
mindustry.entities.comp.ShieldComp.rawDamage(float)	10	1	4	9
mindustry.entities.comp.BuildingComp.sense(Content)	9	6	6	8
mindustry.entities.comp.BuildingComp.update()	6	1	5	8
mindustry.entities.comp.BulletComp.collides(Hitboxc)	4	1	8	8
mindustry.entities.comp.PayloadComp.update()	10	1	6	8
mindustry.entities.comp.UnitComp.updateDrowning()	8	1	8	8
mindustry.entities.comp.BuilderComp.activelyBuilding()	8	3	5	7
mindustry.entities.comp.BuildingComp.allowUpdate()	2	1	7	7
mindustry.entities.comp.BuildingComp.drawLight()	6	1	3	7
mindustry.entities.comp.BuildingComp.findClosestEdge	6	2	6	7
mindustry.entities.comp.BuildingComp.inFogTo(Team)	9	6	3	7
mindustry.entities.comp.BuildingComp.moduleBitmask(	6	1	2	7
mindustry.entities.comp.BuildingComp.placed()	7	2	3	7
mindustry.entities.comp.PlayerComp.afterSync()	6	1	5	7
mindustry.entities.comp.SegmentComp.update()	7	1	5	7
mindustry.entities.comp.UnitComp.updateBoosting(boo	5	2	5	7
mindustry.entities.comp.BuildingComp.moveLiquidForw	4	3	5	6
mindustry.entities.comp.BuildingComp.powerGraphRem	5	2	3	6
mindustry.entities.comp.BuildingComp.relativeTo(Buildi	10	6	1	6
mindustry.entities.comp.BuildingComp.status()	5	4	2	6
mindustry.entities.comp.BuildingComp.updateProximity	6	3	4	6
mindustry.entities.comp.MinerComp.getMineResult(Tile	6	4	4	6
mindustry.entities.comp.PayloadComp.dropUnit(UnitPa	5	3	4	6
mindustry.entities.comp.UnitComp.add()	2	1	6	6
mindustry.entities.comp.UnitComp.inFogTo(Team)	9	5	3	6
mindustry.entities.comp.UnitComp.prefRotation()	5	4	6	6
mindustry.entities.comp.WaterMoveComp.update()	8	1	3	6
mindustry.entities.comp.WeaponsComp.remove()	6	1	5	6
mindustry.entities.comp.BuildingComp.acceptStack(Iter	4	2	5	5
mindustry.entities.comp.BuildingComp.damage(float)	5	2	3	5
mindustry.entities.comp.BuildingComp.movePayload(Pa	2	2	5	5
mindustry.entities.comp.BuildingComp.nearby(int)	1	1	5	5
mindustry.entities.comp.BuildingComp.onDeconstructe	3	1	5	5
mindustry.entities.comp.BulletComp.collision(Hitboxc	9	1	5	5
mindustry.entities.comp.ChildComp.add()	7	1	5	5
mindustry.entities.comp.ChildComp.update()	8	1	5	5
mindustry.entities.comp.LegsComp.destroy()	5	2	4	5

mindustry.entities.comp.MechComp.drownFloor()	7	4	4	5
mindustry.entities.comp.MechComp.walkExtend(boolea	4	2	1	5
mindustry.entities.comp.SegmentComp.addChild(Unit)	5	2	4	5
mindustry.entities.comp.SegmentComp.collisionLayer()	5	2	2	5
mindustry.entities.comp.UnitComp.setType(UnitType)	5	1	5	5
mindustry.entities.comp.VelComp.update()	6	1	3	5
mindustry.entities.comp.BlockUnitComp.team(Team)	4	1	3	4
mindustry.entities.comp.BuilderComp.removeBuild(int	2	1	2	4
mindustry.entities.comp.BuildingComp.afterPickedUp()	4	1	2	4
mindustry.entities.comp.BuildingComp.collision(Bullet)	3	1	3	4
mindustry.entities.comp.BuildingComp.control(LAccess	2	1	2	4
mindustry.entities.comp.BuildingComp.create(Block	3	1	2	4
mindustry.entities.comp.BuildingComp.displayConsump	4	3	2	4
mindustry.entities.comp.BuildingComp.drawCracks()	2	2	3	4
mindustry.entities.comp.BuildingComp.drawStatus()	4	1	2	4
mindustry.entities.comp.BuildingComp.dumpPayload(Pa	4	4	3	4
mindustry.entities.comp.BuildingComp.getDisplayName	4	1	3	4
mindustry.entities.comp.BuildingComp.init(Tile	5	1	4	4
mindustry.entities.comp.BuildingComp.moveForward(Ite	2	2	4	4
mindustry.entities.comp.BuildingComp.offload(Item)	4	3	4	4
mindustry.entities.comp.BuildingComp.produced(Item	4	1	3	4
mindustry.entities.comp.BuildingComp.put(Item)	4	3	4	4
mindustry.entities.comp.BuildingComp.removeFromPro	4	1	4	4
mindustry.entities.comp.BuildingComp.setProp(LAccess	4	1	3	4
mindustry.entities.comp.BuildingTetherComp.update()	2	1	4	4
mindustry.entities.comp.HealthComp.damage(float)	3	1	2	4
mindustry.entities.comp.MinerComp.validMine(Tile	3	3	2	4
mindustry.entities.comp.PayloadComp.canPickup(Unit)	1	1	4	4
mindustry.entities.comp.PayloadComp.dropBlock(Buildl	4	2	4	4
mindustry.entities.comp.PlayerComp.icon()	5	4	2	4
mindustry.entities.comp.StatusComp.statusColor()	4	2	2	4
mindustry.entities.comp.SyncComp.update()	3	1	4	4
mindustry.entities.comp.UnitComp.canTarget(Teamc)	3	1	3	4
mindustry.entities.comp.UnitComp.checkTarget(boolean	3	1	4	4
mindustry.entities.comp.UnitComp.clipSize()	4	3	3	4
mindustry.entities.comp.UnitComp.collisionLayer()	4	1	2	4
mindustry.entities.comp.UnitComp.getControllerName()	3	3	2	4
mindustry.entities.comp.UnitComp.kill()	2	2	3	4
mindustry.entities.comp.UnitComp.playerControllable()	2	1	1	4
mindustry.entities.comp.UnitComp.remove()	4	1	3	4
mindustry.entities.comp.UnitComp.speed()	3	1	3	4
mindustry.entities.comp.UnitTetherComp.update()	3	1	4	4
mindustry.entities.comp.WeaponsComp.aim(float	4	1	2	4
mindustry.entities.comp.BuilderComp.drawPlan(BuildPl	3	1	3	3

mindustry.entities.comp.BuildingComp.afterDestroyed()	3	1	2	3
mindustry.entities.comp.BuildingComp.checkSuppressio	3	2	3	3
mindustry.entities.comp.BuildingComp.deselect()	2	1	3	3
mindustry.entities.comp.BuildingComp.displayBars(Tabl	3	3	2	3
mindustry.entities.comp.BuildingComp.draw()	3	1	2	3
mindustry.entities.comp.BuildingComp.drawLiquidLight(	3	1	3	3
mindustry.entities.comp.BuildingComp.drawTeamTop()	3	1	3	3
mindustry.entities.comp.BuildingComp.drawrot()	2	1	1	3
mindustry.entities.comp.BuildingComp.eachEdge(Cons	3	1	3	3
mindustry.entities.comp.BuildingComp.getCursor()	2	1	2	3
mindustry.entities.comp.BuildingComp.handleUnitPaylo	3	1	3	3
mindustry.entities.comp.BuildingComp.onConfigureBuil	3	3	3	3
mindustry.entities.comp.BuildingComp.sleep()	2	1	2	3
mindustry.entities.comp.BuildingComp.splashLiquid(Liq	4	1	3	3
mindustry.entities.comp.BuildingComp.updateFogVisibi	2	1	3	3
mindustry.entities.comp.BuildingComp.updatePowerGra	3	1	3	3
mindustry.entities.comp.BulletComp.getCollisions(Cons	3	1	3	3
mindustry.entities.comp.BulletComp.remove()	2	2	2	3
mindustry.entities.comp.CrawlComp.floorSpeedMultipli	2	1	2	3
mindustry.entities.comp.ElevationMoveComp.solidity()	2	1	2	3
mindustry.entities.comp.EntityComp.isLocal()	2	1	3	3
mindustry.entities.comp.EntityComp.isRemote()	1	1	3	3
mindustry.entities.comp.FireComp.draw()	3	1	3	3
mindustry.entities.comp.ItemsComp.acceptsItem(Item)	2	1	3	3
mindustry.entities.comp.ItemsComp.maxAccepted(Item	2	1	2	3
mindustry.entities.comp.LegsComp.legAngle(int)	3	2	2	3
mindustry.entities.comp.LegsComp.resetLegs(float)	2	1	2	3
mindustry.entities.comp.LegsComp.solidity()	3	1	1	3
mindustry.entities.comp.PayloadComp.canPickup(Build	1	1	3	3
mindustry.entities.comp.PayloadComp.canPickupPayloa	2	1	2	3
mindustry.entities.comp.PayloadComp.contentInfo(Tabl	2	1	2	3
mindustry.entities.comp.PayloadComp.dropLastPayload	2	3	2	3
mindustry.entities.comp.PayloadComp.pickup(Unit)	2	1	3	3
mindustry.entities.comp.PlayerComp.sendMessage(Stri	4	1	3	3
mindustry.entities.comp.PosComp.floorOn()	2	1	3	3
mindustry.entities.comp.SegmentComp.checkParent()	3	3	3	3
mindustry.entities.comp.SegmentComp.updateSegment	2	1	3	3
mindustry.entities.comp.StatusComp.applyDynamicStat	3	3	2	3
mindustry.entities.comp.TankComp.floorSpeedMultiplie	2	1	3	3
mindustry.entities.comp.UnitComp.afterRead()	2	1	3	3
mindustry.entities.comp.UnitComp.canLand()	2	1	3	3
mindustry.entities.comp.UnitComp.canShoot()	2	1	3	3
mindustry.entities.comp.UnitComp.floorSpeedMultiplier	2	1	3	3
mindustry.entities.comp.UnitComp.heal(float)	2	1	1	3

mindustry.entities.comp.UnitComp.isPathImpassable(in	1	1	3	3
mindustry.entities.comp.UnitComp.killed()	2	1	2	3
mindustry.entities.comp.WaterCrawlComp.floorSpeedM	2	1	2	3
mindustry.entities.comp.WaterCrawlComp.solidity()	2	1	2	3
mindustry.entities.comp.WaterMoveComp.draw()	2	1	2	3
mindustry.entities.comp.WaterMoveComp.floorSpeedM	2	1	2	3
mindustry.entities.comp.WaterMoveComp.solidity()	2	1	2	3
mindustry.entities.comp.WeaponsComp.controlWeapor	3	1	1	3
mindustry.entities.comp.WorldLabelComp.draw()	3	1	1	3
mindustry.entities.comp.BlockUnitComp.add()	1	2	1	2
mindustry.entities.comp.BlockUnitComp.dead()	1	1	2	2
mindustry.entities.comp.BlockUnitComp.isAdded()	1	1	2	2
mindustry.entities.comp.BlockUnitComp.isValid()	1	1	2	2
mindustry.entities.comp.BlockUnitComp.update()	1	1	1	2
mindustry.entities.comp.BuilderComp.afterRead()	1	1	1	2
mindustry.entities.comp.BuilderComp.buildPlan()	1	1	2	2
mindustry.entities.comp.BuilderComp.canBuild()	1	1	1	2
mindustry.entities.comp.BuilderComp.drawPlanTop(Buil	1	1	2	2
mindustry.entities.comp.BuildingComp.acceptItem(Buil	1	1	2	2
mindustry.entities.comp.BuildingComp.acceptLiquid(Bu	1	1	2	2
mindustry.entities.comp.BuildingComp.add()	1	1	2	2
mindustry.entities.comp.BuildingComp.applyBoost(float	1	1	2	2
mindustry.entities.comp.BuildingComp.applySlowdown(	1	1	2	2
mindustry.entities.comp.BuildingComp.checkAllowUpda	1	1	1	2
mindustry.entities.comp.BuildingComp.consume()	1	1	2	2
mindustry.entities.comp.BuildingComp.control(LAccess	1	1	2	2
mindustry.entities.comp.BuildingComp.drawItemSelecti	1	1	2	2
mindustry.entities.comp.BuildingComp.dumpAccumulat	1	1	2	2
mindustry.entities.comp.BuildingComp.healthChanged(	1	1	2	2
mindustry.entities.comp.BuildingComp.incrementDump	1	1	1	2
mindustry.entities.comp.BuildingComp.isHealSuppresse	1	1	1	2
mindustry.entities.comp.BuildingComp.isValid()	1	1	2	2
mindustry.entities.comp.BuildingComp.killed()	1	1	2	2
mindustry.entities.comp.BuildingComp.noSleep()	1	1	2	2
mindustry.entities.comp.BuildingComp.onProximityAdde	1	1	2	2
mindustry.entities.comp.BuildingComp.onProximityRem	1	1	2	2
mindustry.entities.comp.BuildingComp.payloadCheck(ir	1	1	1	2
mindustry.entities.comp.BuildingComp.payloadDraw()	1	2	1	2
mindustry.entities.comp.BuildingComp.removeStack(Ite	1	2	1	2
mindustry.entities.comp.BuildingComp.transferLiquid(B	1	1	2	2
mindustry.entities.comp.BulletComp.draw()	2	1	2	2
mindustry.entities.comp.BulletComp.hasCollided(int)	1	1	2	2
mindustry.entities.comp.BulletComp.rotation()	1	1	2	2
mindustry.entities.comp.BulletComp.stickTo(Posc)	1	1	2	2

mindustry.entities.comp.CrawlComp.solidity()	1	1	1	2
mindustry.entities.comp.HealthComp.clampHealth()	1	1	1	2
mindustry.entities.comp.HealthComp.damage(float	1	1	1	2
mindustry.entities.comp.HealthComp.isValid()	1	1	2	2
mindustry.entities.comp.HealthComp.kill()	1	2	1	2
mindustry.entities.comp.ItemsComp.addItem(Item	1	1	1	2
mindustry.entities.comp.LaunchCoreComp.draw()	1	1	2	2
mindustry.entities.comp.LaunchCoreComp.update()	1	1	2	2
mindustry.entities.comp.LegsComp.legOffset(Vec2	1	1	2	2
mindustry.entities.comp.MechComp.approach(Vec2)	1	1	1	2
mindustry.entities.comp.MechComp.moveAt(Vec2	1	1	1	2
mindustry.entities.comp.MechComp.rotateMove(Vec2)	1	1	2	2
mindustry.entities.comp.MinerComp.canMine()	1	1	2	2
mindustry.entities.comp.MinerComp.canMine(Item)	1	2	1	2
mindustry.entities.comp.MinerComp.mining()	1	1	2	2
mindustry.entities.comp.PayloadComp.destroy()	1	1	2	2
mindustry.entities.comp.PayloadComp.remove()	1	1	2	2
mindustry.entities.comp.PhysicsComp.impulseNet(Vec2	1	1	2	2
mindustry.entities.comp.PlayerComp.bestCore()	1	1	2	2
mindustry.entities.comp.PlayerComp.checkSpawn()	1	1	2	2
mindustry.entities.comp.PlayerComp.clipSize()	1	1	1	2
mindustry.entities.comp.PlayerComp.dead()	1	1	2	2
mindustry.entities.comp.PlayerComp.displayAmmo()	1	1	1	2
mindustry.entities.comp.PlayerComp.getInfo()	2	2	2	2
mindustry.entities.comp.PlayerComp.ip()	1	1	1	2
mindustry.entities.comp.PlayerComp.isBuilder()	1	1	2	2
mindustry.entities.comp.PlayerComp.remove()	1	1	2	2
mindustry.entities.comp.PlayerComp.reset()	1	1	2	2
mindustry.entities.comp.PlayerComp.team(Team)	1	1	2	2
mindustry.entities.comp.PlayerComp.usid()	1	1	1	2
mindustry.entities.comp.PlayerComp.uuid()	1	1	1	2
mindustry.entities.comp.PosComp.blockOn()	1	1	2	2
mindustry.entities.comp.PosComp.onSolid()	1	1	2	2
mindustry.entities.comp.PuddleComp.afterSync()	1	1	2	2
mindustry.entities.comp.SegmentComp.beforeWrite()	1	1	2	2
mindustry.entities.comp.SegmentComp.ignoreSolids()	1	1	2	2
mindustry.entities.comp.SegmentComp.isCommandabl	1	1	2	2
mindustry.entities.comp.SegmentComp.moving()	2	2	2	2
mindustry.entities.comp.SegmentComp.playerControlla	1	1	2	2
mindustry.entities.comp.ShieldComp.damage(float)	1	1	1	2
mindustry.entities.comp.ShieldComp.damagePierce(floa	1	1	1	2
mindustry.entities.comp.ShieldComp.update()	1	1	1	2
mindustry.entities.comp.StatusComp.draw()	1	1	2	2
mindustry.entities.comp.StatusComp.getDuration(Statu	1	1	1	2

mindustry.entities.comp.StatusComp.statusDrag(float)	1	1	1	2
mindustry.entities.comp.StatusComp.unapply(StatusEff	2	2	2	2
mindustry.entities.comp.SyncComp.remove()	1	1	2	2
mindustry.entities.comp.TankComp.approach(Vec2)	1	1	1	2
mindustry.entities.comp.TankComp.drownFloor()	1	1	1	2
mindustry.entities.comp.TankComp.moveAt(Vec2	1	1	1	2
mindustry.entities.comp.TeamComp.inFogTo(Team)	1	1	2	2
mindustry.entities.comp.TimedComp.update()	1	1	2	2
mindustry.entities.comp.TimedKillComp.update()	1	1	2	2
mindustry.entities.comp.TimerComp.timer(int	1	2	1	2
mindustry.entities.comp.UnderwaterMoveComp.hittable	1	1	2	2
mindustry.entities.comp.UnderwaterMoveComp.targetal	1	1	2	2
mindustry.entities.comp.UnitComp.canDrown()	1	1	2	2
mindustry.entities.comp.UnitComp.collision(Hitboxc	1	1	2	2
mindustry.entities.comp.UnitComp.command()	2	2	1	2
mindustry.entities.comp.UnitComp.controller(UnitContr	1	1	2	2
mindustry.entities.comp.UnitComp.getPlayer()	1	1	1	2
mindustry.entities.comp.UnitComp.isSyncHidden(Player	1	1	2	2
mindustry.entities.comp.UnitComp.landed()	1	1	2	2
mindustry.entities.comp.UnitComp.movePref(Vec2)	2	1	2	2
mindustry.entities.comp.UnitComp.rotateMove(Vec2)	1	1	2	2
mindustry.entities.comp.UnitComp.set(UnitType	1	1	2	2
mindustry.entities.comp.UnitComp.setProp(Unlockable(	1	1	2	2
mindustry.entities.comp.UnitTetherComp.afterRead()	1	1	2	2
mindustry.entities.comp.UnitTetherComp.afterSync()	1	1	2	2
mindustry.entities.comp.VelComp.canPass(int	1	1	2	2
mindustry.entities.comp.VelComp.move(float	2	1	2	2
mindustry.entities.comp.VelComp.velAddNet(Vec2)	1	1	1	2
mindustry.entities.comp.VelComp.velAddNet(float	1	1	1	2
mindustry.entities.comp.WaterCrawlComp.onLiquid()	1	1	2	2
mindustry.entities.comp.WaterMoveComp.onLiquid()	1	1	2	2
mindustry.entities.comp.WeaponsComp.setWeaponRot	1	1	1	2
mindustry.entities.comp.WeaponsComp.setupWeapons	1	1	2	2
mindustry.entities.comp.WeaponsComp.update()	1	1	2	2
mindustry.entities.comp.BlockUnitComp.damage(float	0	1	1	1
mindustry.entities.comp.BlockUnitComp.icon()	0	1	1	1
mindustry.entities.comp.BlockUnitComp.killed()	0	1	1	1
mindustry.entities.comp.BlockUnitComp.tile(Building)	0	1	1	1
mindustry.entities.comp.BuilderComp.addBuild(BuildPla	0	1	1	1
mindustry.entities.comp.BuilderComp.clearBuilding()	0	1	1	1
mindustry.entities.comp.BuilderComp.isBuilding()	0	1	1	1
mindustry.entities.comp.BuilderComp.update()	0	1	1	1
mindustry.entities.comp.BuildingComp.absorbLasers()	0	1	1	1
mindustry.entities.comp.BuildingComp.acceptPayload(E	0	1	1	1

mindustry.entities.comp.BuildingComp.addPlan(boolear	0	1	1	1
mindustry.entities.comp.BuildingComp.ambientVolume(	0	1	1	1
mindustry.entities.comp.BuildingComp.applyHealSuppre	0	1	1	1
mindustry.entities.comp.BuildingComp.applyHealSuppre	0	1	1	1
mindustry.entities.comp.BuildingComp.back()	0	1	1	1
mindustry.entities.comp.BuildingComp.buildConfigurati	0	1	1	1
mindustry.entities.comp.BuildingComp.calculateHeat(fl	0	1	1	1
mindustry.entities.comp.BuildingComp.canBeReplaced(	0	1	1	1
mindustry.entities.comp.BuildingComp.canConsume()	0	1	1	1
mindustry.entities.comp.BuildingComp.canControlSelec	0	1	1	1
mindustry.entities.comp.BuildingComp.canDump(Buildi	0	1	1	1
mindustry.entities.comp.BuildingComp.canDumpLiquid(	0	1	1	1
mindustry.entities.comp.BuildingComp.canPickup()	0	1	1	1
mindustry.entities.comp.BuildingComp.canResupply()	0	1	1	1
mindustry.entities.comp.BuildingComp.canUnload()	0	1	1	1
mindustry.entities.comp.BuildingComp.canWithdraw()	0	1	1	1
mindustry.entities.comp.BuildingComp.checkSolid()	0	1	1	1
mindustry.entities.comp.BuildingComp.collide(Bullet)	0	1	1	1
mindustry.entities.comp.BuildingComp.conductsTo(Buil	0	1	1	1
mindustry.entities.comp.BuildingComp.config()	0	1	1	1
mindustry.entities.comp.BuildingComp.configTapped()	0	1	1	1
mindustry.entities.comp.BuildingComp.configure(Object	0	1	1	1
mindustry.entities.comp.BuildingComp.configureAny(Ob	0	1	1	1
mindustry.entities.comp.BuildingComp.consumeTrigger\	0	1	1	1
mindustry.entities.comp.BuildingComp.created()	0	1	1	1
mindustry.entities.comp.BuildingComp.damage(Bullet	0	1	1	1
mindustry.entities.comp.BuildingComp.damage(Team	0	1	1	1
mindustry.entities.comp.BuildingComp.delta()	0	1	1	1
mindustry.entities.comp.BuildingComp.drawConfigure()	0	1	1	1
mindustry.entities.comp.BuildingComp.drawDisabled()	0	1	1	1
mindustry.entities.comp.BuildingComp.drawSelect()	0	1	1	1
mindustry.entities.comp.BuildingComp.drawTeam()	0	1	1	1
mindustry.entities.comp.BuildingComp.dropped()	0	1	1	1
mindustry.entities.comp.BuildingComp.dump()	0	1	1	1
mindustry.entities.comp.BuildingComp.dumpAccumulat	0	1	1	1
mindustry.entities.comp.BuildingComp.dumpLiquid(Liqu	0	1	1	1
mindustry.entities.comp.BuildingComp.dumpLiquid(Liqu	0	1	1	1
mindustry.entities.comp.BuildingComp.edelta()	0	1	1	1
mindustry.entities.comp.BuildingComp.efficiencyScale(	0	1	1	1
mindustry.entities.comp.BuildingComp.explosionItemCa	0	1	1	1
mindustry.entities.comp.BuildingComp.floor()	0	1	1	1
mindustry.entities.comp.BuildingComp.flowItems()	0	1	1	1
mindustry.entities.comp.BuildingComp.fogRadius()	0	1	1	1
mindustry.entities.comp.BuildingComp.front()	0	1	1	1

mindustry.entities.comp.BuildingComp.getCommandPo	0	1	1	1
mindustry.entities.comp.BuildingComp.getDisplayEfficie	0	1	1	1
mindustry.entities.comp.BuildingComp.getDisplayIcon()	0	1	1	1
mindustry.entities.comp.BuildingComp.getLiquidDestina	0	1	1	1
mindustry.entities.comp.BuildingComp.getMaximumAcc	0	1	1	1
mindustry.entities.comp.BuildingComp.getPayload()	0	1	1	1
mindustry.entities.comp.BuildingComp.getPayloads()	0	1	1	1
mindustry.entities.comp.BuildingComp.getPowerProduc	0	1	1	1
mindustry.entities.comp.BuildingComp.getProgressIncre	0	1	1	1
mindustry.entities.comp.BuildingComp.getStackOffset(I	0	1	1	1
mindustry.entities.comp.BuildingComp.handleDamage(	0	1	1	1
mindustry.entities.comp.BuildingComp.handleItem(Buil	0	1	1	1
mindustry.entities.comp.BuildingComp.handleLiquid(Bu	0	1	1	1
mindustry.entities.comp.BuildingComp.handlePayload(E	0	1	1	1
mindustry.entities.comp.BuildingComp.handleStack(Iter	0	1	1	1
mindustry.entities.comp.BuildingComp.handleString(Ob	0	1	1	1
mindustry.entities.comp.BuildingComp.heal()	0	1	1	1
mindustry.entities.comp.BuildingComp.heal(float)	0	1	1	1
mindustry.entities.comp.BuildingComp.hitSize()	0	1	1	1
mindustry.entities.comp.BuildingComp.hitbox(Rect)	0	1	1	1
mindustry.entities.comp.BuildingComp.interactable(Tea	0	1	1	1
mindustry.entities.comp.BuildingComp.isCommandable	0	1	1	1
mindustry.entities.comp.BuildingComp.isInsulated()	0	1	1	1
mindustry.entities.comp.BuildingComp.isPayload()	0	1	1	1
mindustry.entities.comp.BuildingComp.itemTaken(Item)	0	1	1	1
mindustry.entities.comp.BuildingComp.kill()	0	1	1	1
mindustry.entities.comp.BuildingComp.left()	0	1	1	1
mindustry.entities.comp.BuildingComp.nearby(int	0	1	1	1
mindustry.entities.comp.BuildingComp.onCommand(Ve	0	1	1	1
mindustry.entities.comp.BuildingComp.onConfigureClos	0	1	1	1
mindustry.entities.comp.BuildingComp.onConfigureTap	0	1	1	1
mindustry.entities.comp.BuildingComp.onControlSelect	0	1	1	1
mindustry.entities.comp.BuildingComp.onNearbyBuildA	0	1	1	1
mindustry.entities.comp.BuildingComp.onProximityUpd	0	1	1	1
mindustry.entities.comp.BuildingComp.onRemoved()	0	1	1	1
mindustry.entities.comp.BuildingComp.onRepaired()	0	1	1	1
mindustry.entities.comp.BuildingComp.overwrote(Seq<E	0	1	1	1
mindustry.entities.comp.BuildingComp.pickedUp()	0	1	1	1
mindustry.entities.comp.BuildingComp.playerPlaced(Ob	0	1	1	1
mindustry.entities.comp.BuildingComp.pos()	0	1	1	1
mindustry.entities.comp.BuildingComp.produced(Item)	0	1	1	1
mindustry.entities.comp.BuildingComp.productionValid(	0	1	1	1
mindustry.entities.comp.BuildingComp.progress()	0	1	1	1
mindustry.entities.comp.BuildingComp.puddleOn(Puddl	0	1	1	1

mindustry.entities.comp.BuildingComp.read(Reads	0	1	1	1
mindustry.entities.comp.BuildingComp.readAll(Reads	0	1	1	1
mindustry.entities.comp.BuildingComp.readSync(Reads	0	1	1	1
mindustry.entities.comp.BuildingComp.recentlyHealed()	0	1	1	1
mindustry.entities.comp.BuildingComp.relativeTo(Tile)	0	1	1	1
mindustry.entities.comp.BuildingComp.relativeTo(int	0	1	1	1
mindustry.entities.comp.BuildingComp.relativeToEdge(T	0	1	1	1
mindustry.entities.comp.BuildingComp.right()	0	1	1	1
mindustry.entities.comp.BuildingComp.rotdeg()	0	1	1	1
mindustry.entities.comp.BuildingComp.shouldAmbientS	0	1	1	1
mindustry.entities.comp.BuildingComp.shouldConsume	0	1	1	1
mindustry.entities.comp.BuildingComp.shouldHideConf	0	1	1	1
mindustry.entities.comp.BuildingComp.shouldShowCon	0	1	1	1
mindustry.entities.comp.BuildingComp.takePayload()	0	1	1	1
mindustry.entities.comp.BuildingComp.tapped()	0	1	1	1
mindustry.entities.comp.BuildingComp.tileX()	0	1	1	1
mindustry.entities.comp.BuildingComp.tileY()	0	1	1	1
mindustry.entities.comp.BuildingComp.timeScale()	0	1	1	1
mindustry.entities.comp.BuildingComp.toString()	0	1	1	1
mindustry.entities.comp.BuildingComp.totalProgress()	0	1	1	1
mindustry.entities.comp.BuildingComp.unitOn(Unit)	0	1	1	1
mindustry.entities.comp.BuildingComp.unitOnAny(Unit)	0	1	1	1
mindustry.entities.comp.BuildingComp.unitRemoved(Un	0	1	1	1
mindustry.entities.comp.BuildingComp.updateEfficiency	0	1	1	1
mindustry.entities.comp.BuildingComp.updateLastAcce	0	1	1	1
mindustry.entities.comp.BuildingComp.updatePayload(U	0	1	1	1
mindustry.entities.comp.BuildingComp.updateTableAlig	0	1	1	1
mindustry.entities.comp.BuildingComp.updateTile()	0	1	1	1
mindustry.entities.comp.BuildingComp.version()	0	1	1	1
mindustry.entities.comp.BuildingComp.warmup()	0	1	1	1
mindustry.entities.comp.BuildingComp.wasRecentlyDan	0	1	1	1
mindustry.entities.comp.BuildingComp.wasRecentlyHea	0	1	1	1
mindustry.entities.comp.BuildingComp.write(Writes)	0	1	1	1
mindustry.entities.comp.BuildingComp.writeAll(Writes)	0	1	1	1
mindustry.entities.comp.BuildingComp.writeSync(Writes	0	1	1	1
mindustry.entities.comp.BulletComp.absorb()	0	1	1	1
mindustry.entities.comp.BulletComp.add()	0	1	1	1
mindustry.entities.comp.BulletComp.clipSize()	0	1	1	1
mindustry.entities.comp.BulletComp.damageMultiplier()	0	1	1	1
mindustry.entities.comp.BulletComp.initVel(float	0	1	1	1
mindustry.entities.comp.BulletComp.isLocal()	0	1	1	1
mindustry.entities.comp.BulletComp.moveRelative(float	0	1	1	1
mindustry.entities.comp.BulletComp.rotation(float)	0	1	1	1
mindustry.entities.comp.BulletComp.turn(float	0	1	1	1

mindustry.entities.comp.CrawlComp.add()	0	1	1	1
mindustry.entities.comp.CrawlComp.drownFloor()	0	1	1	1
mindustry.entities.comp.DecalComp.clipSize()	0	1	1	1
mindustry.entities.comp.DecalComp.draw()	0	1	1	1
mindustry.entities.comp.DrawComp.clipSize()	0	1	1	1
mindustry.entities.comp.DrawComp.draw()	0	1	1	1
mindustry.entities.comp.EffectStateComp.clipSize()	0	1	1	1
mindustry.entities.comp.EffectStateComp.draw()	0	1	1	1
mindustry.entities.comp.EntityComp.add()	0	1	1	1
mindustry.entities.comp.EntityComp.afterRead()	0	1	1	1
mindustry.entities.comp.EntityComp.afterReadAll()	0	1	1	1
mindustry.entities.comp.EntityComp.as()	0	1	1	1
mindustry.entities.comp.EntityComp.beforeWrite()	0	1	1	1
mindustry.entities.comp.EntityComp.isAdded()	0	1	1	1
mindustry.entities.comp.EntityComp.read(Reads)	0	1	1	1
mindustry.entities.comp.EntityComp.remove()	0	1	1	1
mindustry.entities.comp.EntityComp.self()	0	1	1	1
mindustry.entities.comp.EntityComp.update()	0	1	1	1
mindustry.entities.comp.EntityComp.write(Writes)	0	1	1	1
mindustry.entities.comp.FireComp.afterRead()	0	1	1	1
mindustry.entities.comp.FireComp.afterSync()	0	1	1	1
mindustry.entities.comp.FireComp.clipSize()	0	1	1	1
mindustry.entities.comp.FireComp.remove()	0	1	1	1
mindustry.entities.comp.HealthComp.damageContinuou	0	1	1	1
mindustry.entities.comp.HealthComp.damageContinuou	0	1	1	1
mindustry.entities.comp.HealthComp.damagePierce(flo	0	1	1	1
mindustry.entities.comp.HealthComp.damagePierce(flo	0	1	1	1
mindustry.entities.comp.HealthComp.damaged()	0	1	1	1
mindustry.entities.comp.HealthComp.heal()	0	1	1	1
mindustry.entities.comp.HealthComp.heal(float)	0	1	1	1
mindustry.entities.comp.HealthComp.healFract(float)	0	1	1	1
mindustry.entities.comp.HealthComp.healthf()	0	1	1	1
mindustry.entities.comp.HealthComp.killed()	0	1	1	1
mindustry.entities.comp.HealthComp.update()	0	1	1	1
mindustry.entities.comp.HitboxComp.add()	0	1	1	1
mindustry.entities.comp.HitboxComp.afterRead()	0	1	1	1
mindustry.entities.comp.HitboxComp.collides(Hitboxc)	0	1	1	1
mindustry.entities.comp.HitboxComp.collision(Hitboxc	0	1	1	1
mindustry.entities.comp.HitboxComp.deltaAngle()	0	1	1	1
mindustry.entities.comp.HitboxComp.deltaLen()	0	1	1	1
mindustry.entities.comp.HitboxComp.getCollisions(Con	0	1	1	1
mindustry.entities.comp.HitboxComp.hitSize()	0	1	1	1
mindustry.entities.comp.HitboxComp.hitbox(Rect)	0	1	1	1
mindustry.entities.comp.HitboxComp.hitboxTile(Rect)	0	1	1	1

mindustry.entities.comp.HitboxComp.update()	0	1	1	1
mindustry.entities.comp.HitboxComp.updateLastPositio	0	1	1	1
mindustry.entities.comp.ItemsComp.addItem(Item)	0	1	1	1
mindustry.entities.comp.ItemsComp.clearItem()	0	1	1	1
mindustry.entities.comp.ItemsComp.hasItem()	0	1	1	1
mindustry.entities.comp.ItemsComp.item()	0	1	1	1
mindustry.entities.comp.ItemsComp.update()	0	1	1	1
mindustry.entities.comp.LaunchCoreComp.cx()	0	1	1	1
mindustry.entities.comp.LaunchCoreComp.cy()	0	1	1	1
mindustry.entities.comp.LegsComp.add()	0	1	1	1
mindustry.entities.comp.LegsComp.defaultLegAngle(int)	0	1	1	1
mindustry.entities.comp.LegsComp.drownFloor()	0	1	1	1
mindustry.entities.comp.LegsComp.resetLegs()	0	1	1	1
mindustry.entities.comp.LegsComp.unloaded()	0	1	1	1
mindustry.entities.comp.MinerComp.offloadImmediately	0	1	1	1
mindustry.entities.comp.MinerComp.validMine(Tile)	0	1	1	1
mindustry.entities.comp.PayloadComp.addPayload(Payl	0	1	1	1
mindustry.entities.comp.PayloadComp.hasPayload()	0	1	1	1
mindustry.entities.comp.PayloadComp.payloadUsed()	0	1	1	1
mindustry.entities.comp.PayloadComp.pickup(Building)	0	1	1	1
mindustry.entities.comp.PhysicsComp.impulse(Vec2)	0	1	1	1
mindustry.entities.comp.PhysicsComp.impulse(float	0	1	1	1
mindustry.entities.comp.PhysicsComp.mass()	0	1	1	1
mindustry.entities.comp.PlayerComp.clearUnit()	0	1	1	1
mindustry.entities.comp.PlayerComp.closestCore()	0	1	1	1
mindustry.entities.comp.PlayerComp.coloredName()	0	1	1	1
mindustry.entities.comp.PlayerComp.core()	0	1	1	1
mindustry.entities.comp.PlayerComp.isLogicControllabl	0	1	1	1
mindustry.entities.comp.PlayerComp.isValidController()	0	1	1	1
mindustry.entities.comp.PlayerComp.kick(KickReason)	0	1	1	1
mindustry.entities.comp.PlayerComp.kick(KickReason	0	1	1	1
mindustry.entities.comp.PlayerComp.kick(String)	0	1	1	1
mindustry.entities.comp.PlayerComp.kick(String	0	1	1	1
mindustry.entities.comp.PlayerComp.plainName()	0	1	1	1
mindustry.entities.comp.PlayerComp.sendMessage(Strir	0	1	1	1
mindustry.entities.comp.PlayerComp.sendMessage(Strir	0	1	1	1
mindustry.entities.comp.PlayerComp.sendUnformatted(	0	1	1	1
mindustry.entities.comp.PlayerComp.sendUnformatted(	0	1	1	1
mindustry.entities.comp.PlayerComp.unit()	0	1	1	1
mindustry.entities.comp.PosComp.buildOn()	0	1	1	1
mindustry.entities.comp.PosComp.getX()	0	1	1	1
mindustry.entities.comp.PosComp.getY()	0	1	1	1
mindustry.entities.comp.PosComp.set(Position)	0	1	1	1
mindustry.entities.comp.PosComp.set(float	0	1	1	1

mindustry.entities.comp.PosComp.tileOn()	0	1	1	1
mindustry.entities.comp.PosComp.tileX()	0	1	1	1
mindustry.entities.comp.PosComp.tileY()	0	1	1	1
mindustry.entities.comp.PosComp.trns(Position)	0	1	1	1
mindustry.entities.comp.PosComp.trns(float	0	1	1	1
mindustry.entities.comp.PowerGraphUpdaterComp.upd	0	1	1	1
mindustry.entities.comp.PuddleComp.afterRead()	0	1	1	1
mindustry.entities.comp.PuddleComp.clipSize()	0	1	1	1
mindustry.entities.comp.PuddleComp.draw()	0	1	1	1
mindustry.entities.comp.PuddleComp.getFlammability()	0	1	1	1
mindustry.entities.comp.PuddleComp.remove()	0	1	1	1
mindustry.entities.comp.SegmentComp.afterReadAll()	0	1	1	1
mindustry.entities.comp.SegmentComp.afterSync()	0	1	1	1
mindustry.entities.comp.SegmentComp.isHead()	0	1	1	1
mindustry.entities.comp.SegmentComp.shouldUpdateC	0	1	1	1
mindustry.entities.comp.ShielderComp.absorb()	0	1	1	1
mindustry.entities.comp.StatusComp.apply(StatusEffec	0	1	1	1
mindustry.entities.comp.StatusComp.clearStatuses()	0	1	1	1
mindustry.entities.comp.StatusComp.hasEffect(StatusE	0	1	1	1
mindustry.entities.comp.StatusComp.isBoss()	0	1	1	1
mindustry.entities.comp.StatusComp.isImmune(StatusE	0	1	1	1
mindustry.entities.comp.StatusComp.statusArmor(float)	0	1	1	1
mindustry.entities.comp.StatusComp.statusBits()	0	1	1	1
mindustry.entities.comp.StatusComp.statusBuildSpeed	0	1	1	1
mindustry.entities.comp.StatusComp.statusDamageMul	0	1	1	1
mindustry.entities.comp.StatusComp.statusMaxHealth(	0	1	1	1
mindustry.entities.comp.StatusComp.statusReloadMulti	0	1	1	1
mindustry.entities.comp.StatusComp.statusSpeed(float	0	1	1	1
mindustry.entities.comp.SyncComp.afterSync()	0	1	1	1
mindustry.entities.comp.SyncComp.handleSyncHidden(	0	1	1	1
mindustry.entities.comp.SyncComp.interpolate()	0	1	1	1
mindustry.entities.comp.SyncComp.isSyncHidden(Playe	0	1	1	1
mindustry.entities.comp.SyncComp.readSync(Reads)	0	1	1	1
mindustry.entities.comp.SyncComp.readSyncManual(Fl	0	1	1	1
mindustry.entities.comp.SyncComp.snapInterpolation()	0	1	1	1
mindustry.entities.comp.SyncComp.snapSync()	0	1	1	1
mindustry.entities.comp.SyncComp.writeSync(Writes)	0	1	1	1
mindustry.entities.comp.SyncComp.writeSyncManual(Fl	0	1	1	1
mindustry.entities.comp.TeamComp.cheating()	0	1	1	1
mindustry.entities.comp.TeamComp.closestCore()	0	1	1	1
mindustry.entities.comp.TeamComp.closestEnemyCore	0	1	1	1
mindustry.entities.comp.TeamComp.core()	0	1	1	1
mindustry.entities.comp.TimedComp.fin()	0	1	1	1
mindustry.entities.comp.TimedKillComp.fin()	0	1	1	1

mindustry.entities.comp.UnderwaterMoveComp.collision	0	1	1	1
mindustry.entities.comp.UnderwaterMoveComp.draw()	0	1	1	1
mindustry.entities.comp.UnitComp.afterReadAll()	0	1	1	1
mindustry.entities.comp.UnitComp.afterSync()	0	1	1	1
mindustry.entities.comp.UnitComp.aimLook(Position)	0	1	1	1
mindustry.entities.comp.UnitComp.aimLook(float	0	1	1	1
mindustry.entities.comp.UnitComp.allowCommand()	0	1	1	1
mindustry.entities.comp.UnitComp.approach(Vec2)	0	1	1	1
mindustry.entities.comp.UnitComp.bounds()	0	1	1	1
mindustry.entities.comp.UnitComp.cap()	0	1	1	1
mindustry.entities.comp.UnitComp.collides(Hitboxc)	0	1	1	1
mindustry.entities.comp.UnitComp.controller()	0	1	1	1
mindustry.entities.comp.UnitComp.count()	0	1	1	1
mindustry.entities.comp.UnitComp.display(Table)	0	1	1	1
mindustry.entities.comp.UnitComp.displayable()	0	1	1	1
mindustry.entities.comp.UnitComp.draw()	0	1	1	1
mindustry.entities.comp.UnitComp.drownFloor()	0	1	1	1
mindustry.entities.comp.UnitComp.handleSyncHidden()	0	1	1	1
mindustry.entities.comp.UnitComp.hasWeapons()	0	1	1	1
mindustry.entities.comp.UnitComp.hittable()	0	1	1	1
mindustry.entities.comp.UnitComp.icon()	0	1	1	1
mindustry.entities.comp.UnitComp.inRange(Position)	0	1	1	1
mindustry.entities.comp.UnitComp.isAI()	0	1	1	1
mindustry.entities.comp.UnitComp.isCommandable()	0	1	1	1
mindustry.entities.comp.UnitComp.isEnemy()	0	1	1	1
mindustry.entities.comp.UnitComp.isFlying()	0	1	1	1
mindustry.entities.comp.UnitComp.isGrounded()	0	1	1	1
mindustry.entities.comp.UnitComp.isMissile()	0	1	1	1
mindustry.entities.comp.UnitComp.isPlayer()	0	1	1	1
mindustry.entities.comp.UnitComp.itemCapacity()	0	1	1	1
mindustry.entities.comp.UnitComp.killable()	0	1	1	1
mindustry.entities.comp.UnitComp.lookAt(Position)	0	1	1	1
mindustry.entities.comp.UnitComp.lookAt(float)	0	1	1	1
mindustry.entities.comp.UnitComp.lookAt(float	0	1	1	1
mindustry.entities.comp.UnitComp.moveAt(Vec2)	0	1	1	1
mindustry.entities.comp.UnitComp.moveAt(Vec2	0	1	1	1
mindustry.entities.comp.UnitComp.physicSize()	0	1	1	1
mindustry.entities.comp.UnitComp.range()	0	1	1	1
mindustry.entities.comp.UnitComp.resetController()	0	1	1	1
mindustry.entities.comp.UnitComp.shouldUpdateContro	0	1	1	1
mindustry.entities.comp.UnitComp.targetable(Team)	0	1	1	1
mindustry.entities.comp.UnitComp.toString()	0	1	1	1
mindustry.entities.comp.UnitComp.unloaded()	0	1	1	1
mindustry.entities.comp.UnitComp.wobble()	0	1	1	1

mindustry.entities.comp.VelComp.canPassOn()	0	1	1	1
mindustry.entities.comp.VelComp.ignoreSolids()	0	1	1	1
mindustry.entities.comp.VelComp.move(Vec2)	0	1	1	1
mindustry.entities.comp.VelComp.moving()	0	1	1	1
mindustry.entities.comp.VelComp.solidity()	0	1	1	1
mindustry.entities.comp.WaterCrawlComp.onSolid()	0	1	1	1
mindustry.entities.comp.WaterMoveComp.add()	0	1	1	1
mindustry.entities.comp.WaterMoveComp.onSolid()	0	1	1	1
mindustry.entities.comp.WeaponsComp.aim(Position)	0	1	1	1
mindustry.entities.comp.WeaponsComp.ammof()	0	1	1	1
mindustry.entities.comp.WeaponsComp.canShoot()	0	1	1	1
mindustry.entities.comp.WeaponsComp.controlWeapon	0	1	1	1
mindustry.entities.comp.WorldLabelComp.clipSize()	0	1	1	1
mindustry.entities.comp.WorldLabelComp.hide()	0	1	1	1

Class	OCavg	OCmax	WMC
mindustry.entities.comp.BlockUnitComp	1,4	3	14
mindustry.entities.comp.BuilderComp	4,78	33	86
mindustry.entities.comp.BuildingComp	2,29	20	493
mindustry.entities.comp.BuildingTetherComp	2	2	2
mindustry.entities.comp.BulletComp	2,85	18	57
mindustry.entities.comp.ChildComp	5	5	10
mindustry.entities.comp.CrawlComp	3,6	11	18
mindustry.entities.comp.DamageComp	n/a	0	
mindustry.entities.comp.DecalComp	1	1	2
mindustry.entities.comp.DrawComp	1	1	2
mindustry.entities.comp.EffectStateComp	1	1	2
mindustry.entities.comp.ElevationMoveComp	2	2	2
mindustry.entities.comp.EntityComp	1	1	13
mindustry.entities.comp.FireComp	3	11	18
mindustry.entities.comp.HealthComp	1,31	3	21
mindustry.entities.comp.HitboxComp	1	1	12
mindustry.entities.comp.ItemsComp	1,25	2	10
mindustry.entities.comp.LaunchCoreComp	1,5	2	6
mindustry.entities.comp.LegsComp	3,64	20	40
mindustry.entities.comp.MechComp	3,33	5	20
mindustry.entities.comp.MinerComp	3,5	14	28
mindustry.entities.comp.OwnerComp	n/a	0	
mindustry.entities.comp.PayloadComp	2,44	7	39
mindustry.entities.comp.PhysicsComp	1,25	2	5
mindustry.entities.comp.PlayerComp	2,09	9	73
mindustry.entities.comp.PosComp	1,15	2	15
mindustry.entities.comp.PosTeamDef	n/a	0	
mindustry.entities.comp.PowerGraphUpdaterComp	1	1	1

mindustry.entities.comp.PuddleComp	3,43	14	24
mindustry.entities.comp.RotComp	n/a	0	
mindustry.entities.comp.SegmentComp	2,21	5	31
mindustry.entities.comp.ShieldComp	3	6	12
mindustry.entities.comp.ShielderComp	1	1	1
mindustry.entities.comp.StatusComp	2,15	8	43
mindustry.entities.comp.SyncComp	1,17	2	14
mindustry.entities.comp.TankComp	4,2	13	21
mindustry.entities.comp.TeamComp	"1	1	5
mindustry.entities.comp.TimedComp	1,5	2	3
mindustry.entities.comp.TimedKillComp	1,5	2	3
mindustry.entities.comp.TimerComp	"2	2	2
mindustry.entities.comp.UnderwaterMoveComp	"1	1	4
mindustry.entities.comp.UnitComp	2,83	44	232
mindustry.entities.comp.UnitTetherComp	"2	2	6
mindustry.entities.comp.VelComp	1,6	4	16
mindustry.entities.comp.WaterCrawlComp	1,75	3	7
mindustry.entities.comp.WaterMoveComp	2,29	5	16
mindustry.entities.comp.WeaponsComp	2,1	4	21
mindustry.entities.comp.WorldLabelComp	4	11	16

Package	v(G)avg	v(G)tot
mindustry.entities.comp	3,32	2079