

rand
BLOB_KEY
BLOB_ID_SUFFIX

BLOB_PERIOD_SCALE

BLOB ANIMATION MIN

BLOB_ANIMATION_MAX ORE_ID_PREFIX ORE_CORRUPT_MIN

ORE_CORRUPT_MAX

QUAKE_ACTION_PERIOD

KEYED_IMAGE_MIN

KEYED_RED_IDX

KEYED_BLUE_IDX
PROPERTY_KEY

BGND_KEY BGND NUM PROPERTIES

BGND_ID BGND_COL BGND_ROW

MINER_KEY MINER NUM PROPERTIES

MINER_ROW

MINER_LIMIT
MINER_ACTION_PERIOD
MINER_ANIMATION_PERIOD

OBSTACLE_KEY

ORE_KEY

ORE_COL

ORE_ROW ORE_ACTION_PERIOD SMITH KEY

SMITH_COL SMITH ROW

VEIN_KEY
VEIN_NUM_PROPERTIES

VEIN_ID

VEIN_COL

VEIN_ROW VEIN_ACTION_PERIOD getCurrentImage(Object)

clamp(int, int, int)

OBSTACLE_NUM_PROPERTIES
OBSTACLE_ID
OBSTACLE_COL
OBSTACLE_ROW

ORE_NUM_PROPERTIES

KEYED GREEN IDX

QUAKE_ANIMATION_PERIOD QUAKE_ANIMATION_REPEAT_COUNT COLOR_MASK

ORE_REACH QUAKE_KEY

QUAKE_ID