AUTSBallGame is_running local_player_id screen_size_x screen_size_y screen_center_point screen_center_poi win clock music_player goal_green_sound goal_red_sound loading_image current_level gravity players gravity player_count player_count player_count_team ball viewscreen_rect background_view_rect score_green score_red quit_game frame_counter

__init__ start destroy add_player remove_player update update_graphics get_ball_angle_in_radians exit

MusicPlayer MusicPlayer _shuffle _screen image rect _window_size pos text_color border_color border_color info_padding border_width screen_border_margin fadeout_counter_fadeout_counter fadeout_counter_start fadeout_decrement playlist playlist playlist_pointer olaylist_pointer

init_
play
update
stop
now_playing
_calculate_rect_position
set_screen
shuffle_playlist
next

MusicFile

MoveVector

speed direction

_init__
clear_speed_direction
clear_vx_vy
calculate_speed_direction
calculate_vx_vy
et_vx_vy set_vx_vy
set_vx
set_vy
set_speed_direction
set_direction
get_vx_vy
get_vy
get_yv
get_yv
get_speed_direction
get_vx
get_peed_direction
get_speed_direction
get_speed_direction oet_speed_direction
oet_speed
oet_direction
oet_all
idd to_vx
add_to_vy
add_to_velocity
add_to_velocity
add_to_direction
add_vector
oet_do_product_normalized
normalize
normalize_ip
flip_filp_ip

GameObject

rect radius y_previous

level
wall_collide_sound
bullet_collide_sound
start_position

x previous move_vector mass max_speed gravity affects is_ball is_bullet is_centered_on_screen attached_ball viewscreen_rect_animation_images_i animation_images
image
animation_frames_per_image
animation_frame_counter
animation_current_image_counter
animation_enabled
original_image

init
coad image
caset
ipdate rect
ipdate movement
animate
animate next_frame
rot.self_image_keep_size
check out.of_bounds
check_collision_with_wall
and_goal
speculate_collision_with_wall
check_collision_with_wall
collide_circle
distance_squared
distance_goured
force_play_sound

Level

name
image
off_level_image
size_x
size_y
rect
center_point
background_image
off_level_surface
gravity
nlawer_snaws player_spawns ball_spawns

ScrollingText

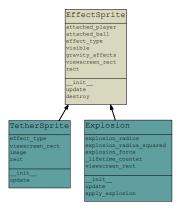
image original_image empty_image rect rect
screen_size_x
scroll_direction
priginal_position
scroll_speed
flashes flash_interval

oggle_image

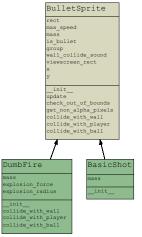
DisappearingText

frame_counter frames_visible original_position rect flashes flash_interval visible

__init__ update oggle_image



BallSprite start_position x attached_player attached_player_max_distance attached_player_max_distance_squared tether mass max_speed is_ball wall_collide_sound bullet_collide_sound viewscreen_rect viewscreen_rect __init__ update collide_tether shoot shoot attach_to_player detach



PlayerSprite PlayerSprite owning_player_id team name thrust_gfx rect is_centered_on_screen motor_sound motor_sound_playing bullet_sound ball_shoot_sound ball_shoot_sound ball_capture_sound wall_collide_sound bullet_collide_sound start_position x x x_previous heading thrust attached_ball handling max_thrust max_speed mass max accelerat mass acceleration _cooldown_basic_shot _cooldown_special _cooldown_after_ball_shot _cooldown_counter _cooldown_counter _ecooldown_counter_special _recovery_time _recovery_started_at viewscreen_rect __init_ update attach_ball detach accelerate stop_acceleration rotate_right rotate_left shoot

shoot shoot_special recover