World.World

- + robot
- + float STEPTIME
- + int STEPTIME_MS
- + float VISUALSTEP
- + int VISUALSTEP_MS
- + int M_OUR_KICKOFF
- + int M_OUR_KICK_IN
- + int M_OUR_CORNER_KICK
- + int M_OUR_GOAL_KICK
- + int M_OUR_FREE_KICK
- + int M_OUR_PASS
- + int M_OUR_DIR_FREE_KICK
- + int M_OUR_GOAL
- + int M_OUR_OFFSIDE
- + int M_THEIR_KICKOFF
- + int M_THEIR_KICK_IN
- + int M_THEIR_CORNER_KICK
- + int M_THEIR_GOAL_KICK
- + int M_THEIR_FREE_KICK
- + int M_THEIR_PASS
- + int M_THEIR_DIR_FREE_KICK
- + int M_THEIR_GOAL
- + int M_THEIR_OFFSIDE
- + int M_BEFORE_KICKOFF
- + int M_GAME_OVER
- + int M_PLAY_ON
- + int MG_OUR_KICK
- + int MG_THEIR_KICK
- + int MG_ACTIVE_BEAM
- + int MG_PASSIVE_BEAM
- + int MG_OTHER
- + tuple FLAGS_CORNERS_POS
- + tuple FLAGS_POSTS_POS

- + __init__(self, list
  [list[str]] creation
  _options)