

java::util::Iterator< Entry >



jdungeon.core.world.filter.BoardFilter

- entries  
- walk

+ BoardFilter()  
+ count()  
+ filter()  
+ get()  
+ hasNext()  
+ in()  
+ in()  
+ iterator()  
+ next()  
+ noPointsContaining()  
+ not()  
+ notIn()  
+ notIn()  
+ remove()  
+ where()  
~ toArray()