Fuzzy Logic Mod for Minecraft

Generated by Doxygen 1.8.11

Contents

1 Hierarchical Index **1**

1.1 Class Hierarchy 1

2 Class Index **3**

2.1 Class List 3

3 Class Documentation **5**

3.1 fuzzyMod.tasks.ArrowAttack Class Reference 5

3.1.1 Detailed Description 5

3.1.2 Constructor & Destructor Documentation 5

3.1.2.1 ArrowAttack(EntityMobWithInventory mob, int cooldown) 5

3.1.3 Member Function Documentation 5

3.1.3.1 nextStep() 6

3.2 fuzzyMod.tasks.BuildFarm Class Reference 6

3.2.1 Detailed Description 6

3.2.2 Constructor & Destructor Documentation 6

3.2.2.1 BuildFarm(EntityMob mob, int length, int width) 6

3.2.3 Member Function Documentation 7

3.2.3.1 finishingTouches() 7

3.2.3.2 init() 7

3.3 fuzzyMod.tasks.BuildGeneric Class Reference 7

3.3.1 Detailed Description 8

3.3.2 Constructor & Destructor Documentation 8

3.3.2.1 BuildGeneric(EntityMob mob) 8

3.3.3 Member Function Documentation . . . 8
3.3.3.1 attemptBuildBlock(int buildSpeed) . . . 8
3.3.3.2 buildBlock(int buildSpeed) . . . 8
3.3.3.3 enqueue(BlockPos pos, IBlockState block) . . . 8
3.3.3.4 finishingTouches() . . . 9
3.3.3.5 hasBuiltOnce() . . . 9
3.3.3.6 init() . . . 9
3.3.3.7 isBuilding() . . . 9
3.3.3.8 isOnBuildingSpot() . . . 9
3.3.3.9 moveToBuildingSpot() . . . 9
3.4 fuzzyMod.tasks.BuildHouse Class Reference . . . 9
3.4.1 Detailed Description . . . 9
3.4.2 Constructor & Destructor Documentation . . . 9
3.4.2.1 BuildHouse(EntityMob mob, int length, int height, int width) . . . 9
3.4.3 Member Function Documentation . . . 10
3.4.3.1 finishingTouches() . . . 10
3.4.3.2 init() . . . 10
3.5 fuzzyMod.tasks.BuildMine Class Reference . . . 10
3.5.1 Detailed Description . . . 10
3.5.2 Constructor & Destructor Documentation . . . 10
3.5.2.1 BuildMine(EntityMob mob, int length) . . . 10
3.5.3 Member Function Documentation . . . 11
3.5.3.1 finishingTouches() . . . 11
3.5.3.2 init() . . . 11
3.6 fuzzyMod.proxy.ClientProxy Class Reference . . . 11
3.6.1 Detailed Description . . . 11
3.7 fuzzyMod.entity.EntityEggRegistry Class Reference . . . 11
3.7.1 Detailed Description . . . 12
3.7.2 Member Function Documentation . . . 12
3.7.2.1 createEgg(int randomId, int solidColour, int spotColour) . . . 12

3.7.2.2 createEntity(Class entityClass, String entityName, int solidColour, int spotColour) 12
3.7.2.3 registerEntity() 12
3.8 fuzzyMod.entity.EntityMobWithInventory Class Reference 12
3.8.1 Detailed Description 13
3.8.2 Constructor & Destructor Documentation 13
3.8.2.1 EntityMobWithInventory(World worldIn) 13
3.8.3 Member Function Documentation 13
3.8.3.1 getArrows() 13
3.8.3.2 getAttacker() 13
3.8.3.3 getMana() 13
3.8.3.4 getMobIventory() 13
3.8.3.5 getStrength() 13
3.8.3.6 getTeamNo() 14
3.8.3.7 onUpdate() 14
3.8.3.8 setAttacker(EntityMobWithInventory attacker) 14
3.8.3.9 setTeam(int team) 14
3.8.3.10 useArrow(int arrow) 14
3.8.3.11 useMana(int mana) 14
3.9 fuzzyMod.entity.EntityTutMob Class Reference 14
3.9.1 Detailed Description 15
3.9.2 Member Function Documentation 15
3.9.2.1 applyEntityAttributes() 15
3.10 fuzzyMod.entity.EntityTutMob2 Class Reference 15
3.10.1 Detailed Description 16
3.10.2 Member Function Documentation 16
3.10.2.1 applyEntityAttributes() 16
3.11 fuzzyMod.entity.EntityTutMob3 Class Reference 16
3.11.1 Detailed Description 16
3.11.2 Member Function Documentation 17
3.11.2.1 applyEntityAttributes() 17

3.12 fuzzyMod.entity.EntityTutMob4 Class Reference . . . 17
3.12.1 Detailed Description . . . 17
3.12.2 Member Function Documentation . . . 17
3.12.2.1 applyEntityAttributes() . . . 17
3.13 fuzzyMod.fuzzyLogic.FCLTester Class Reference . . . 18
3.13.1 Detailed Description . . . 18
3.14 fuzzyMod.tasks.FireballAttack Class Reference . . . 18
3.14.1 Detailed Description . . . 18
3.14.2 Constructor & Destructor Documentation . . . 18
3.14.2.1 FireballAttack(EntityMobWithInventory mob, int cooldown, int numBalls) . . . 18
3.14.3 Member Function Documentation . . . 19
3.14.3.1 nextStep() . . . 19
3.15 fuzzyMod.fuzzyLogic.FuzzyBrain Class Reference . . . 19
3.15.1 Detailed Description . . . 19
3.15.2 Constructor & Destructor Documentation . . . 19
3.15.2.1 FuzzyBrain(EntityMobWithInventory mob, int slotNo) . . . 19
3.15.3 Member Function Documentation . . . 19
3.15.3.1 nextStep() . . . 19
3.15.3.2 printInputs() . . . 20
3.15.3.3 setAction(String action) . . . 20
3.15.3.4 setInputs() . . . 20
3.16 fuzzyMod.fuzzyLogic.FuzzyInterpreter Class Reference . . . 20
3.16.1 Detailed Description . . . 20
3.16.2 Constructor & Destructor Documentation . . . 20
3.16.2.1 FuzzyInterpreter(int slotNo) . . . 20
3.16.3 Member Function Documentation . . . 21
3.16.3.1 evaluate() . . . 21
3.16.3.2 getActions() . . . 21
3.16.3.3 printInputs() . . . 21
3.16.3.4 setInput(String variable, double value) . . . 21

3.16.3.5 sortByValue(Map< K, V > map) . . . 21
3.17 fuzzyMod.fuzzyLogic.FuzzyTasker Class Reference . . . 21
3.17.1 Detailed Description . . . 22
3.17.2 Constructor & Destructor Documentation . . . 22
3.17.2.1 FuzzyTasker(EntityMobWithInventory mob) . . . 22
3.17.3 Member Function Documentation . . . 22
3.17.3.1 isBuilding() . . . 22
3.17.3.2 nextStep() . . . 22
3.17.3.3 setTask(int mode) . . . 22
3.17.3.4 targeter(int mode) . . . 22
3.18 fuzzyMod.tasks.GenericAttack Class Reference . . . 23
3.18.1 Detailed Description . . . 23
3.18.2 Constructor & Destructor Documentation . . . 23
3.18.2.1 GenericAttack(EntityMobWithInventory mob, int cooldown) . . . 23
3.18.3 Member Function Documentation . . . 23
3.18.3.1 getDistanceSqFromTarget() . . . 23
3.18.3.2 hasAttackTarget() . . . 24
3.18.3.3 moveToTarget(double moveSpeed) . . . 24
3.18.3.4 nextStep() . . . 24
3.19 fuzzyMod.tasks.HarvestCrops Class Reference . . . 24
3.19.1 Detailed Description . . . 24
3.19.2 Constructor & Destructor Documentation . . . 24
3.19.2.1 HarvestCrops(EntityMobWithInventory mob, int range) . . . 24
3.19.3 Member Function Documentation . . . 25
3.19.3.1 isCorrectBlock(int i, int j, int k, int mode) . . . 25
3.19.3.2 nextStep() . . . 25
3.20 fuzzyMod.MainRegistry Class Reference . . . 25
3.21 fuzzyMod.tasks.MeleeAttack Class Reference . . . 25
3.21.1 Detailed Description . . . 25
3.21.2 Constructor & Destructor Documentation . . . 25

3.21.2.1 MeleeAttack(EntityMobWithInventory mob) . . . 25
3.21.2.2 MeleeAttack(EntityMobWithInventory mob, int cooldown) . . . 26
3.21.3 Member Function Documentation . . . 26
3.21.3.1 nextStep() . . . 26
3.22 fuzzyMod.tasks.MineOres Class Reference . . . 26
3.22.1 Detailed Description . . . 26
3.22.2 Member Function Documentation . . . 27
3.22.2.1 isCorrectBlock(int i, int j, int k, int mode) . . . 27
3.22.2.2 nextStep() . . . 27
3.23 fuzzyMod.inventory.MobInventory Class Reference . . . 27
3.23.1 Detailed Description . . . 27
3.23.2 Constructor & Destructor Documentation . . . 27
3.23.2.1 MobInventory(int limit) . . . 27
3.23.3 Member Function Documentation . . . 27
3.23.3.1 addItem(Item item, int quantity) . . . 27
3.23.3.2 dumpAll() . . . 28
3.23.3.3 getItemStacks() . . . 28
3.23.3.4 isFull() . . . 28
3.23.3.5 printInventory() . . . 28
3.24 fuzzyMod.targetTasks.NearestTarget Class Reference . . . 28
3.24.1 Detailed Description . . . 28
3.24.2 Member Function Documentation . . . 28
3.24.2.1 enemylist(final EntityMobWithInventory mob) . . . 28
3.24.2.2 nearestAttacker(EntityMobWithInventory mob) . . . 29
3.24.2.3 nearestEnemy(EntityMobWithInventory mob) . . . 29
3.24.2.4 numAllies(final EntityMobWithInventory mob) . . . 29
3.24.2.5 numEnemies(EntityMobWithInventory mob) . . . 29
3.25 fuzzyMod.targetTasks.PlayerLastAttackedTarget Class Reference . . . 30
3.25.1 Detailed Description . . . 30
3.25.2 Member Function Documentation . . . 30

3.25.2.1 getLastTarget(EntityMobWithInventory mob) . . . 30
3.25.2.2 shouldExecute(EntityMobWithInventory mob) . . . 30
3.25.2.3 updateLastTarget() . . . 30
3.26 fuzzyMod.targetTasks.PlayerLastAttackerTarget Class Reference . . . 31
3.26.1 Detailed Description . . . 31
3.26.2 Member Function Documentation . . . 31
3.26.2.1 getPlayerAttacker() . . . 31
3.26.2.2 updatePlayerAttacker() . . . 31
3.27 fuzzyMod.targetTasks.PlayerTarget Class Reference . . . 31
3.27.1 Detailed Description . . . 32
3.28 fuzzyMod.PlayerTickEvents Class Reference . . . 32
3.28.1 Detailed Description . . . 32
3.28.2 Member Function Documentation . . . 32
3.28.2.1 onPlayerTick(LivingUpdateEvent e) . . . 32
3.29 fuzzyMod.Reference Class Reference . . . 32
3.29.1 Detailed Description . . . 32
3.30 fuzzyMod.render.RenderTestEntity Class Reference . . . 33
3.30.1 Detailed Description . . . 33
3.30.2 Member Function Documentation . . . 33
3.30.2.1 getEntityTexture(Entity entity) . . . 33
3.31 fuzzyMod.render.RenderTestEntity2 Class Reference . . . 33
3.31.1 Detailed Description . . . 34
3.31.2 Member Function Documentation . . . 34
3.31.2.1 getEntityTexture(Entity entity) . . . 34
3.32 fuzzyMod.render.RenderTestEntity3 Class Reference . . . 34
3.32.1 Detailed Description . . . 34
3.32.2 Member Function Documentation . . . 34
3.32.2.1 getEntityTexture(Entity entity) . . . 34
3.33 fuzzyMod.render.RenderTestEntity4 Class Reference . . . 35
3.33.1 Detailed Description . . . 35

3.33.2 Member Function Documentation . . . 35
3.33.2.1 getEntityTexture(Entity entity) . . . 35
3.34 fuzzyMod.tasks.RunAway Class Reference . . . 35
3.34.1 Detailed Description . . . 36
3.34.2 Constructor & Destructor Documentation . . . 36
3.34.2.1 RunAway(EntityMobWithInventory mob, double speed) . . . 36
3.34.3 Member Function Documentation . . . 36
3.34.3.1 moveToBlock() . . . 36
3.34.3.2 nextStep() . . . 36
3.34.3.3 setSource(Entity source) . . . 36
3.35 fuzzyMod.tasks.SearchTaskGeneric Class Reference . . . 37
3.35.1 Detailed Description . . . 37
3.35.2 Constructor & Destructor Documentation . . . 37
3.35.2.1 SearchTaskGeneric(EntityMobWithInventory mob, int range) . . . 37
3.35.3 Member Function Documentation . . . 38
3.35.3.1 distToNearestBlock() . . . 38
3.35.3.2 getNextBlock(int mode) . . . 38
3.35.3.3 isCorrectBlock(int i, int j, int k, int mode) . . . 38
3.35.3.4 moveToBlock() . . . 38
3.35.3.5 nextStep() . . . 38
3.35.3.6 obtainItems() . . . 38
3.35.3.7 reachedBlock() . . . 38
3.35.3.8 setCurrentItem(Item item) . . . 38
3.35.3.9 storeItemDroppedDetails() . . . 39
3.36 fuzzyMod.proxy.ServerProxy Class Reference . . . 39
3.37 fuzzyMod.tasks.SowSeeds Class Reference . . . 39
3.37.1 Detailed Description . . . 39
3.37.2 Constructor & Destructor Documentation . . . 39
3.37.2.1 SowSeeds(EntityMobWithInventory mob, int range) . . . 39
3.37.3 Member Function Documentation . . . 40
3.37.3.1 isCorrectBlock(int i, int j, int k, int mode) . . . 40
3.37.3.2 nextStep() . . . 40
3.38 fuzzyMod.tasks.StoreLoot Class Reference . . . 40
3.38.1 Detailed Description . . . 40
3.38.2 Constructor & Destructor Documentation . . . 40
3.38.2.1 StoreLoot(EntityMobWithInventory mob, int range) . . . 40
3.38.3 Member Function Documentation . . . 41
3.38.3.1 dumpLoot() . . . 41
3.38.3.2 isCorrectBlock(int i, int j, int k, int mode) . . . 41
3.38.3.3 nextStep() . . . 41
3.39 fuzzyMod.init.TutorialItems Class Reference . . . 41

Index **43**

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

fuzzyMod.tasks.BuildGeneric . . . 7
  fuzzyMod.tasks.BuildFarm . . . 6
  fuzzyMod.tasks.BuildHouse . . . 9
  fuzzyMod.tasks.BuildMine . . . 10
fuzzyMod.entity.EntityEggRegistry . . . 11
fuzzyMod.fuzzyLogic.FCLTester . . . 18
fuzzyMod.fuzzyLogic.FuzzyBrain . . . 19
fuzzyMod.fuzzyLogic.FuzzyInterpreter . . . 20
fuzzyMod.fuzzyLogic.FuzzyTasker . . . 21
fuzzyMod.tasks.GenericAttack . . . 23
  fuzzyMod.tasks.ArrowAttack . . . 5
  fuzzyMod.tasks.FireballAttack . . . 18
  fuzzyMod.tasks.MeleeAttack . . . 25
fuzzyMod.MainRegistry . . . 25
fuzzyMod.inventory.MobInventory . . . 27
fuzzyMod.targetTasks.NearestTarget . . . 28
fuzzyMod.targetTasks.PlayerLastAttackedTarget . . . 30
fuzzyMod.targetTasks.PlayerLastAttackerTarget . . . 31
fuzzyMod.PlayerTickEvents . . . 32
fuzzyMod.Reference . . . 32
fuzzyMod.tasks.RunAway . . . 35
fuzzyMod.tasks.SearchTaskGeneric . . . 37
  fuzzyMod.tasks.HarvestCrops . . . 24
  fuzzyMod.tasks.MineOres . . . 26
  fuzzyMod.tasks.SowSeeds . . . 39
  fuzzyMod.tasks.StoreLoot . . . 40
fuzzyMod.proxy.ServerProxy . . . 39
  fuzzyMod.proxy.ClientProxy . . . 11
fuzzyMod.init.TutorialItems . . . 41
EntityAITarget
  fuzzyMod.targetTasks.PlayerTarget . . . 31
EntityMob
  fuzzyMod.entity.EntityMobWithInventory . . . 12
    fuzzyMod.entity.EntityTutMob . . . 14

fuzzyMod.entity.EntityTutMob2 15
fuzzyMod.entity.EntityTutMob3 16
fuzzyMod.entity.EntityTutMob4 17
RenderBiped
fuzzyMod.render.RenderTestEntity 33
fuzzyMod.render.RenderTestEntity2 33
fuzzyMod.render.RenderTestEntity3 34
fuzzyMod.render.RenderTestEntity4 35

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

fuzzyMod.tasks.ArrowAttack . . . 5
fuzzyMod.tasks.BuildFarm . . . 6
fuzzyMod.tasks.BuildGeneric . . . 7
fuzzyMod.tasks.BuildHouse . . . 9
fuzzyMod.tasks.BuildMine . . . 10
fuzzyMod.proxy.ClientProxy . . . 11
fuzzyMod.entity.EntityEggRegistry . . . 11
fuzzyMod.entity.EntityMobWithInventory . . . 12
fuzzyMod.entity.EntityTutMob . . . 14
fuzzyMod.entity.EntityTutMob2 . . . 15
fuzzyMod.entity.EntityTutMob3 . . . 16
fuzzyMod.entity.EntityTutMob4 . . . 17
fuzzyMod.fuzzyLogic.FCLTester . . . 18
fuzzyMod.tasks.FireballAttack . . . 18
fuzzyMod.fuzzyLogic.FuzzyBrain . . . 19
fuzzyMod.fuzzyLogic.FuzzyInterpreter . . . 20
fuzzyMod.fuzzyLogic.FuzzyTasker . . . 21
fuzzyMod.tasks.GenericAttack . . . 23
fuzzyMod.tasks.HarvestCrops . . . 24
fuzzyMod.MainRegistry . . . 25
fuzzyMod.tasks.MeleeAttack . . . 25
fuzzyMod.tasks.MineOres . . . 26
fuzzyMod.inventory.MobInventory . . . 27
fuzzyMod.targetTasks.NearestTarget . . . 28
fuzzyMod.targetTasks.PlayerLastAttackedTarget . . . 30
fuzzyMod.targetTasks.PlayerLastAttackerTarget . . . 31
fuzzyMod.targetTasks.PlayerTarget . . . 31
fuzzyMod.PlayerTickEvents . . . 32
fuzzyMod.Reference . . . 32
fuzzyMod.render.RenderTestEntity . . . 33
fuzzyMod.render.RenderTestEntity2 . . . 33
fuzzyMod.render.RenderTestEntity3 . . . 34
fuzzyMod.render.RenderTestEntity4 . . . 35
fuzzyMod.tasks.RunAway . . . 35
fuzzyMod.tasks.SearchTaskGeneric . . . 37

fuzzyMod.proxy.ServerProxy 39
fuzzyMod.tasks.SowSeeds 39
fuzzyMod.tasks.StoreLoot 40
fuzzyMod.init.TutorialItems 41

Chapter 3

Class Documentation

3.1 fuzzyMod.tasks.ArrowAttack Class Reference

Inheritance diagram for fuzzyMod.tasks.ArrowAttack:

Collaboration diagram for fuzzyMod.tasks.ArrowAttack:

Public Member Functions

- ArrowAttack (EntityMobWithInventory mob, int cooldown)
- void nextStep ()

Additional Inherited Members

3.1.1 Detailed Description

Combat task that allows the AI to fire arrows at the target, damaging them.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 fuzzyMod.tasks.ArrowAttack.ArrowAttack (EntityMobWithInventory *mob,* int *cooldown*)

Constructor class for arrow attack.

Parameters

mob	The referenced mob.
cooldown	The number of ticks between each firing.

3.1.3 Member Function Documentation

3.1.3.1 void fuzzyMod.tasks.ArrowAttack.nextStep ( )

Decides on the next action for the task. Firstly, checks if it is within range. If yes, it will start firing arrows. If no, it will move into range.

The documentation for this class was generated from the following file:

- tasks/ArrowAttack.java

3.2 fuzzyMod.tasks.BuildFarm Class Reference

Inheritance diagram for fuzzyMod.tasks.BuildFarm:

Collaboration diagram for fuzzyMod.tasks.BuildFarm:

Public Member Functions

- BuildFarm (EntityMob mob, int length, int width)
- void init ()

Protected Member Functions

- void finishingTouches ()

Additional Inherited Members

3.2.1 Detailed Description

Non-combat task that allows the AI to build a farm structure automatically.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 fuzzyMod.tasks.BuildFarm.BuildFarm (EntityMob *mob,* int *length,* int *width*)

Constructor class for build farm.

Parameters

mob	The referenced mob.
length	The length of the farm.
width	The width of the farm.

3.2.3 Member Function Documentation

3.2.3.1 void fuzzyMod.tasks.BuildFarm.finishingTouches ( ) [protected]

Adds relevant finishing touches to the farm.

3.2.3.2 void fuzzyMod.tasks.BuildFarm.init ( )

Initializes the build farm task based on the AI's current location. It will then enqueue the blocks needed to build the farm in a Queue. Sets the equipped item as a iron_hoe.

The documentation for this class was generated from the following file:

- tasks/BuildFarm.java

3.3 fuzzyMod.tasks.BuildGeneric Class Reference

Inheritance diagram for fuzzyMod.tasks.BuildGeneric:

Collaboration diagram for fuzzyMod.tasks.BuildGeneric:

Public Member Functions

- BuildGeneric (EntityMob mob)
- boolean attemptBuildBlock (int buildSpeed)
- boolean hasBuiltOnce ()
- boolean isBuilding ()

Protected Member Functions

- void buildBlock (int buildSpeed)
- void enqueue (BlockPos pos, IBlockState block)
- abstract void finishingTouches ()
- abstract void init ()
- boolean isOnBuildingSpot ()
- void moveToBuildingSpot ()

Protected Attributes

- double **x**
- World **world**
- Queue< BlockPos > **blockPosQueue**
- Queue< IBlockState > **blocksQueue**
- EntityMob **mob**
- boolean **hasBuildingInit**
- Vec3 **buildingSpot**
- boolean **hasBuiltOnce**

3.3.1 Detailed Description

An abstract class for building structures.

3.3.2 Constructor & Destructor Documentation

3.3.2.1 fuzzyMod.tasks.BuildGeneric.BuildGeneric (EntityMob *mob*)

Constructor class for build generic.

Parameters

mob	The referenced mob.

3.3.3 Member Function Documentation

3.3.3.1 boolean fuzzyMod.tasks.BuildGeneric.attemptBuildBlock (int *buildSpeed*)

Checks if the AI is on the building spot. If yes, it will execute the next action. Or else, it will move to the building spot.

Parameters

buildSpeed	The speed of building the structure.

3.3.3.2 void fuzzyMod.tasks.BuildGeneric.buildBlock (int *buildSpeed*) [protected]

Dequeues a block from the queue and renders it in the game.

Parameters

buildSpeed	The speed of building the structure.

3.3.3.3 void fuzzyMod.tasks.BuildGeneric.enqueue (BlockPos *pos,* IBlockState *block*) [protected]

Enqueues a block in the queue.

Parameters

pos	Position of block to be placed.
block	Type of block to be placed.

3.3.3.4 abstract void fuzzyMod.tasks.BuildGeneric.finishingTouches ( ) [abstract],[protected]

Abstract class to add finishing classes to the structure.

3.3.3.5 boolean fuzzyMod.tasks.BuildGeneric.hasBuiltOnce ( )

Returns true if the structure has been built once by the AI.

3.3.3.6 abstract void fuzzyMod.tasks.BuildGeneric.init ( ) [abstract],[protected]

Abstract class to initialize the task.

3.3.3.7 boolean fuzzyMod.tasks.BuildGeneric.isBuilding ( )

Returns true if the structure is incomplete.

3.3.3.8 boolean fuzzyMod.tasks.BuildGeneric.isOnBuildingSpot ( ) [protected]

Checks if the AI is on the building spot.

3.3.3.9 void fuzzyMod.tasks.BuildGeneric.moveToBuildingSpot ( ) [protected]

Causes the AI to attempt to move to the building spot.

The documentation for this class was generated from the following file:

- tasks/BuildGeneric.java

3.4 fuzzyMod.tasks.BuildHouse Class Reference

Inheritance diagram for fuzzyMod.tasks.BuildHouse:

Collaboration diagram for fuzzyMod.tasks.BuildHouse:

Public Member Functions

- BuildHouse (EntityMob mob, int length, int height, int width)
- void init ()

Protected Member Functions

- void finishingTouches ()

Additional Inherited Members

3.4.1 Detailed Description

Non-combat task the allows the AI to build a house automatically.

3.4.2 Constructor & Destructor Documentation

3.4.2.1 fuzzyMod.tasks.BuildHouse.BuildHouse (EntityMob *mob,* int *length,* int *height,* int *width*)

Constructor class for build house.

Parameters

mob	The referenced mob.
length	The length of the house.
height	The height of the house.
width	The width of the house.

3.4.3 Member Function Documentation

3.4.3.1 void fuzzyMod.tasks.BuildHouse.finishingTouches ( ) [protected]

Adds a doors to the house.

3.4.3.2 void fuzzyMod.tasks.BuildHouse.init ( )

Initializes the build house task based on the AI's current location. It will then enqueue the blocks needed to build the house in a Queue. Sets the equipped item as a iron shovel.

The documentation for this class was generated from the following file:

- tasks/BuildHouse.java

3.5 fuzzyMod.tasks.BuildMine Class Reference

Inheritance diagram for fuzzyMod.tasks.BuildMine:

Collaboration diagram for fuzzyMod.tasks.BuildMine:

Public Member Functions

- BuildMine (EntityMob mob, int length)
- void init ()

Protected Member Functions

- void finishingTouches ()

Additional Inherited Members

3.5.1 Detailed Description

Non-combat task the allows the AI to build a mine automatically.

3.5.2 Constructor & Destructor Documentation

3.5.2.1 fuzzyMod.tasks.BuildMine.BuildMine (EntityMob *mob,* int *length*)

Constructor class for build mine.

Parameters

mob	The referenced mob.
length	The length of the mine.

3.5.3 Member Function Documentation

3.5.3.1 void fuzzyMod.tasks.BuildMine.finishingTouches ( ) [protected]

Clears any other blocks in the mine.

3.5.3.2 void fuzzyMod.tasks.BuildMine.init ( )

Initializes the build mine task based on the AI's current location. It will then enqueue the blocks needed to build the mine in a Queue. Sets the equipped item as a iron shovel.

The documentation for this class was generated from the following file:

- tasks/BuildMine.java

3.6 fuzzyMod.proxy.ClientProxy Class Reference

Inheritance diagram for fuzzyMod.proxy.ClientProxy:

Collaboration diagram for fuzzyMod.proxy.ClientProxy:

Public Member Functions

- void **registerRenders** ()

3.6.1 Detailed Description

Client proxy class for local game clients that register custom renderers for custom entities.

The documentation for this class was generated from the following file:

- proxy/ClientProxy.java

3.7 fuzzyMod.entity.EntityEggRegistry Class Reference

Static Public Member Functions

- static void **mainRegistry** ()
- static void registerEntity ()
- static void createEntity (Class entityClass, String entityName, int solidColour, int spotColour)
- static void createEgg (int randomId, int solidColour, int spotColour)

3.7.1 Detailed Description

Registers customEntityClasses and creates the item 'egg' for spawning in the game.

3.7.2 Member Function Documentation

3.7.2.1 static void fuzzyMod.entity.EntityEggRegistry.createEgg (int *randomId,* int *solidColour,* int *spotColour*) [static]

Registers egg.

3.7.2.2 static void fuzzyMod.entity.EntityEggRegistry.createEntity (Class *entityClass,* String *entityName,* int *solidColour,* int *spotColour*) [static]

Registers customEntityClasses and assigns color to egg.

3.7.2.3 static void fuzzyMod.entity.EntityEggRegistry.registerEntity ( ) [static]

Calls createEntity for each custom class created.

The documentation for this class was generated from the following file:

- entity/EntityEggRegistry.java

3.8 fuzzyMod.entity.EntityMobWithInventory Class Reference

Inheritance diagram for fuzzyMod.entity.EntityMobWithInventory:

Collaboration diagram for fuzzyMod.entity.EntityMobWithInventory:

Public Member Functions

- EntityMobWithInventory (World worldIn)
- MobInventory getMobIventory ()
- double getMana ()
- int getArrows ()
- void setTeam (int team)
- int getTeamNo ()
- void onUpdate ()
- double getStrength ()
- void setAttacker (EntityMobWithInventory attacker)
- EntityMobWithInventory getAttacker ()
- void useArrow (int arrow)
- void useMana (int mana)

Protected Attributes

- double **mana**
- int **arrows**
- MobInventory **inventory**
- int **team**
- EntityMobWithInventory **attacker**

3.8.1 Detailed Description

An abstract class that extends from the base class EntityMob. It features extended attributes like mana, team, arrows and an inventory to keep track of stored items. This class should be implemented for the fuzzy mod.

3.8.2 Constructor & Destructor Documentation

3.8.2.1 fuzzyMod.entity.EntityMobWithInventory.EntityMobWithInventory (World *worldIn*)

entityMobWithInventory constructor

3.8.3 Member Function Documentation

3.8.3.1 int fuzzyMod.entity.EntityMobWithInventory.getArrows ( )

Returns mob arrow count.

3.8.3.2 EntityMobWithInventory fuzzyMod.entity.EntityMobWithInventory.getAttacker ( )

Returns the attacker of the mob.

3.8.3.3 double fuzzyMod.entity.EntityMobWithInventory.getMana ( )

Returns mob Mana.

3.8.3.4 MobInventory fuzzyMod.entity.EntityMobWithInventory.getMobInventory ( )

Returns mob inventory

3.8.3.5 double fuzzyMod.entity.EntityMobWithInventory.getStrength ( )

Calculates and returns the strenght depending on the held item and armor attributes.

3.8.3.6 int fuzzyMod.entity.EntityMobWithInventory.getTeamNo ( )

Returns the team number of the mob.

3.8.3.7 void fuzzyMod.entity.EntityMobWithInventory.onUpdate ( )

Called on every tick of the mob.

3.8.3.8 void fuzzyMod.entity.EntityMobWithInventory.setAttacker (EntityMobWithInventory *attacker*)

Sets the attacker of the mob.

3.8.3.9 void fuzzyMod.entity.EntityMobWithInventory.setTeam (int *team*)

Set the team number of the mob.

3.8.3.10 void fuzzyMod.entity.EntityMobWithInventory.useArrow (int *arrow*)

Decrements the arrow count of the mob.

Parameters

arrow	number of arrows to decrement.

3.8.3.11 void fuzzyMod.entity.EntityMobWithInventory.useMana (int *mana*)

Decrements the mana points of the mob.

Parameters

mana	number of mana points to decrement.

The documentation for this class was generated from the following file:

- entity/EntityMobWithInventory.java

3.9 fuzzyMod.entity.EntityTutMob Class Reference

Inheritance diagram for fuzzyMod.entity.EntityTutMob:

Collaboration diagram for fuzzyMod.entity.EntityTutMob:

Public Member Functions

- **EntityTutMob** (World worldIn)
- boolean **isAIEnabled** ()
- void **onUpdate** ()

Protected Member Functions

- void applyEntityAttributes ()

Additional Inherited Members

3.9.1 Detailed Description

Entity for FuzzyMob. Follows the rules exported into Slot 1 by FuzzyAIBuilder.

3.9.2 Member Function Documentation

3.9.2.1 void fuzzyMod.entity.EntityTutMob.applyEntityAttributes ( ) [protected]

Alters the attributes of the entity e.g. attackDamage, maxHealth, moveSpeed. Called before the creation of the object.

The documentation for this class was generated from the following file:

- entity/EntityTutMob.java

3.10 fuzzyMod.entity.EntityTutMob2 Class Reference

Inheritance diagram for fuzzyMod.entity.EntityTutMob2:

Collaboration diagram for fuzzyMod.entity.EntityTutMob2:

Public Member Functions

- **EntityTutMob2** (World worldIn)
- boolean **isAIEnabled** ()
- void **onUpdate** ()

Protected Member Functions

- void applyEntityAttributes ()

Additional Inherited Members

3.10.1 Detailed Description

Entity for FuzzyMob. Follows the rules exported into Slot 2 by FuzzyAIBuilder.

3.10.2 Member Function Documentation

3.10.2.1 void fuzzyMod.entity.EntityTutMob2.applyEntityAttributes ( ) [protected]

Alters the attributes of the entity e.g. attackDamage, maxHealth, moveSpeed. Called before the creation of the object.

The documentation for this class was generated from the following file:

- entity/EntityTutMob2.java

3.11 fuzzyMod.entity.EntityTutMob3 Class Reference

Inheritance diagram for fuzzyMod.entity.EntityTutMob3:

Collaboration diagram for fuzzyMod.entity.EntityTutMob3:

Public Member Functions

- **EntityTutMob3** (World worldIn)
- boolean **isAIEnabled** ()
- void **onUpdate** ()

Protected Member Functions

- void applyEntityAttributes ()

Additional Inherited Members

3.11.1 Detailed Description

Entity for FuzzyMob. Follows the rules exported into Slot 3 by FuzzyAIBuilder.

3.11.2 Member Function Documentation

3.11.2.1 void fuzzyMod.entity.EntityTutMob3.applyEntityAttributes ( ) [protected]

Alters the attributes of the entity e.g. attackDamage, maxHealth, moveSpeed. Called before the creation of the object.

The documentation for this class was generated from the following file:

- entity/EntityTutMob3.java

3.12 fuzzyMod.entity.EntityTutMob4 Class Reference

Inheritance diagram for fuzzyMod.entity.EntityTutMob4:

Collaboration diagram for fuzzyMod.entity.EntityTutMob4:

Public Member Functions

- **EntityTutMob4** (World worldIn)
- boolean **isAIEnabled** ()
- void **onUpdate** ()

Protected Member Functions

- void applyEntityAttributes ()

Additional Inherited Members

3.12.1 Detailed Description

Entity for FuzzyMob. Follows the rules exported into Slot 4 by FuzzyAIBuilder.

3.12.2 Member Function Documentation

3.12.2.1 void fuzzyMod.entity.EntityTutMob4.applyEntityAttributes ( ) [protected]

Alters the attributes of the entity e.g. attackDamage, maxHealth, moveSpeed. Called before the creation of the object.

The documentation for this class was generated from the following file:

- entity/EntityTutMob4.java

3.13 fuzzyMod.fuzzyLogic.FCLTester Class Reference

Static Public Member Functions

- static void **main** (String[ ] args)

3.13.1 Detailed Description

Used for debugging and testing of FCL library. Also used for calculating fuzzified values for crisp input for testing purposes.

The documentation for this class was generated from the following file:

- fuzzyLogic/FCLTester.java

3.14 fuzzyMod.tasks.FireballAttack Class Reference

Inheritance diagram for fuzzyMod.tasks.FireballAttack:

Collaboration diagram for fuzzyMod.tasks.FireballAttack:

Public Member Functions

- FireballAttack (EntityMobWithInventory mob, int cooldown, int numBalls)
- void nextStep ()

Additional Inherited Members

3.14.1 Detailed Description

Combat task that allows the AI to throw fireballs at a target, setting them ablaze.

3.14.2 Constructor & Destructor Documentation

3.14.2.1 fuzzyMod.tasks.FireballAttack.FireballAttack (EntityMobWithInventory *mob,* int *cooldown,* int *numBalls*)

Constructor class for fireball attack

Parameters

mob	The referenced mob
cooldown	The time interval between each throw
numBalls	The number of fireballs that can be thrown at once.

3.14.3 Member Function Documentation

3.14.3.1 void fuzzyMod.tasks.FireballAttack.nextStep ( )

Sets the next action of the fireball task. If within range, it will spawn the fireballs with a directional heading towards the attack target. Or else, it will move into range.

The documentation for this class was generated from the following file:

- tasks/FireballAttack.java

3.15 fuzzyMod.fuzzyLogic.FuzzyBrain Class Reference

Collaboration diagram for fuzzyMod.fuzzyLogic.FuzzyBrain:

Public Member Functions

- FuzzyBrain (EntityMobWithInventory mob, int slotNo)
- void setInputs ()
- void printInputs ()
- boolean setAction (String action)
- void nextStep ()

3.15.1 Detailed Description

Decision Maker Class for fuzzy AI agents. To be instantiated in every custom mob.

3.15.2 Constructor & Destructor Documentation

3.15.2.1 fuzzyMod.fuzzyLogic.FuzzyBrain.FuzzyBrain (EntityMobWithInventory *mob,* int *slotNo*)

Constructor for FuzzyBrain

Parameters

mob	Mob to assign to.
slotNo	Slot number corresponding to the rules to read from.

3.15.3 Member Function Documentation

3.15.3.1 void fuzzyMod.fuzzyLogic.FuzzyBrain.nextStep ( )

Calls nextStep method in Fuzzy Tasker.

3.15.3.2 void fuzzyMod.fuzzyLogic.FuzzyBrain.printInputs ( )

Prints input in console for debuggin.

3.15.3.3 boolean fuzzyMod.fuzzyLogic.FuzzyBrain.setAction (String *action*)

Set action to be executed by mob.

Parameters

action	String corresponding to the action to execute.

3.15.3.4 void fuzzyMod.fuzzyLogic.FuzzyBrain.setInputs ( )

Sets the current world conditions as inputs for the Fuzzy Inference System. Is called every 100 ticks.

The documentation for this class was generated from the following file:

- fuzzyLogic/FuzzyBrain.java

3.16 fuzzyMod.fuzzyLogic.FuzzyInterpreter Class Reference

Public Member Functions

- FuzzyInterpreter (int slotNo)
- void setInput (String variable, double value)
- Map< String, Double > evaluate ()
- ArrayList< String > getActions ()
- void printInputs ()

Static Public Member Functions

- static< K, V extends Comparable<?super V > ArrayList< K > sortByValue (Map< K, V > map)

3.16.1 Detailed Description

Reads rules file and returns output action string

3.16.2 Constructor & Destructor Documentation

3.16.2.1 fuzzyMod.fuzzyLogic.FuzzyInterpreter.FuzzyInterpreter (int *slotNo*)

Constructor method for FuzzyInterpretor

Parameters

slotNo	Slot number to read the rules from.

3.16.3 Member Function Documentation

3.16.3.1 Map<String, Double> fuzzyMod.fuzzyLogic.FuzzyInterpreter.evaluate ( )

Evaluates the FIS and return the outcomes and their respective degree of support.

3.16.3.2 ArrayList<String> fuzzyMod.fuzzyLogic.FuzzyInterpreter.getActions ( )

Calls evaluate method and returns sorted outcome.

3.16.3.3 void fuzzyMod.fuzzyLogic.FuzzyInterpreter.printInputs ( )

Prints input in console for debugging.

3.16.3.4 void fuzzyMod.fuzzyLogic.FuzzyInterpreter.setInput (String *variable,* double *value*)

Sets the value of an input variable in the Fuzzy Inference System.

Parameters

variable	Input variable to set.
value	Value to pass into the variable.

3.16.3.5 static <K, V extends Comparable<? super V> ArrayList<K> fuzzyMod.fuzzyLogic.FuzzyInterpreter.sortByValue (Map< K, V > *map*) [static]

Sorts the map in descending order.

The documentation for this class was generated from the following file:

- fuzzyLogic/FuzzyInterpreter.java

3.17 fuzzyMod.fuzzyLogic.FuzzyTasker Class Reference

Collaboration diagram for fuzzyMod.fuzzyLogic.FuzzyTasker:

Public Member Functions

- FuzzyTasker (EntityMobWithInventory mob)
- Entity targeter (int mode)
- void setTask (int mode)
- void nextStep ()
- boolean isBuilding ()

3.17.1 Detailed Description

Class for dispatching actions to an AI.

3.17.2 Constructor & Destructor Documentation

3.17.2.1 fuzzyMod.fuzzyLogic.FuzzyTasker.FuzzyTasker (EntityMobWithInventory *mob*)

Constructor for Fuzzy Tasker.

3.17.3 Member Function Documentation

3.17.3.1 boolean fuzzyMod.fuzzyLogic.FuzzyTasker.isBuilding ( )

Returns true of the mob is currently building a structure. This is mainly used to prevent a mob from starting to mine or farm when it has not finished building a structure.

3.17.3.2 void fuzzyMod.fuzzyLogic.FuzzyTasker.nextStep ( )

Generic method that calls the nextStep or attempBuildBlock method of the current task being asked to the AI.

3.17.3.3 void fuzzyMod.fuzzyLogic.FuzzyTasker.setTask (int *mode*)

Set the index of the current task.

3.17.3.4 Entity fuzzyMod.fuzzyLogic.FuzzyTasker.targeter (int *mode*)

Computes and returns the entity to target.

Parameters

mode	Chooses which type of target to acquire.

The documentation for this class was generated from the following file:

- fuzzyLogic/FuzzyTasker.java

3.18 fuzzyMod.tasks.GenericAttack Class Reference

Inheritance diagram for fuzzyMod.tasks.GenericAttack:

Collaboration diagram for fuzzyMod.tasks.GenericAttack:

Public Member Functions

- GenericAttack (EntityMobWithInventory mob, int cooldown)
- abstract void nextStep ()
- double getDistanceSqFromTarget ()
- void moveToTarget (double moveSpeed)

Protected Member Functions

- boolean hasAttackTarget ()

Protected Attributes

- EntityMobWithInventory **mob**
- int **cooldown**
- EntityLivingBase **attackTarget**
- World **world**

3.18.1 Detailed Description

Abstract task for combat task.

3.18.2 Constructor & Destructor Documentation

3.18.2.1 fuzzyMod.tasks.GenericAttack.GenericAttack (EntityMobWithInventory *mob,* int *cooldown*)

Constructor for abstract class

Parameters

mob	The referenced mob
cooldown	The time interval between each attack.

3.18.3 Member Function Documentation

3.18.3.1 double fuzzyMod.tasks.GenericAttack.getDistanceSqFromTarget ( )

Returns the squared distance from the attack target.

3.18.3.2 boolean fuzzyMod.tasks.GenericAttack.hasAttackTarget ( ) [protected]

Returns true of the AI has an attack target set.

3.18.3.3 void fuzzyMod.tasks.GenericAttack.moveToTarget (double *moveSpeed*)

Attempts to move the AI to the attack target.

3.18.3.4 abstract void fuzzyMod.tasks.GenericAttack.nextStep ( ) [abstract]

Abstract method that sets what action to take for the next tick.

The documentation for this class was generated from the following file:

- tasks/GenericAttack.java

3.19 fuzzyMod.tasks.HarvestCrops Class Reference

Inheritance diagram for fuzzyMod.tasks.HarvestCrops:

Collaboration diagram for fuzzyMod.tasks.HarvestCrops:

Public Member Functions

- HarvestCrops (EntityMobWithInventory mob, int range)
- void nextStep ()

Protected Member Functions

- boolean isCorrectBlock (int i, int j, int k, int mode)

Additional Inherited Members

3.19.1 Detailed Description

Non-combat task that harvest crops automatically.

3.19.2 Constructor & Destructor Documentation

3.19.2.1 fuzzyMod.tasks.HarvestCrops.HarvestCrops (EntityMobWithInventory *mob,* int *range*)

Constructor for harvest crops.

Parameters

mob	The referenced mob.
range	The range to search for the harvestable crops.

3.19.3 Member Function Documentation

3.19.3.1 boolean fuzzyMod.tasks.HarvestCrops.isCorrectBlock (int *i,* int *j,* int *k,* int *mode*) [protected]

Checks if the crop is harvestable.

3.19.3.2 void fuzzyMod.tasks.HarvestCrops.nextStep ( )

Returns the next action of the task. This depends on where it has found the next crop to harvest or whether it has reached the harvestable crop.

The documentation for this class was generated from the following file:

- tasks/HarvestCrops.java

3.20 fuzzyMod.MainRegistry Class Reference

Collaboration diagram for fuzzyMod.MainRegistry:

3.21 fuzzyMod.tasks.MeleeAttack Class Reference

Inheritance diagram for fuzzyMod.tasks.MeleeAttack:

Collaboration diagram for fuzzyMod.tasks.MeleeAttack:

Public Member Functions

- MeleeAttack (EntityMobWithInventory mob)
- MeleeAttack (EntityMobWithInventory mob, int cooldown)
- void nextStep ()

Additional Inherited Members

3.21.1 Detailed Description

Combat task that attacks the target with a held item.

3.21.2 Constructor & Destructor Documentation

3.21.2.1 fuzzyMod.tasks.MeleeAttack.MeleeAttack (EntityMobWithInventory *mob*)

Constructor class

Parameters

mob	The AI executing this task.

3.21.2.2 fuzzyMod.tasks.MeleeAttack.MeleeAttack (EntityMobWithInventory *mob,* int *cooldown*)

Constructor class

Parameters

mob	The AI executing this task.
cooldown	The time interval between each swing.

3.21.3 Member Function Documentation

3.21.3.1 void fuzzyMod.tasks.MeleeAttack.nextStep ( )

Sets the next action of the task. Either moving towards the target or attacking the target with the equipped item.

The documentation for this class was generated from the following file:

- tasks/MeleeAttack.java

3.22 fuzzyMod.tasks.MineOres Class Reference

Inheritance diagram for fuzzyMod.tasks.MineOres:

Collaboration diagram for fuzzyMod.tasks.MineOres:

Public Member Functions

- **MineOres** (EntityMobWithInventory mob, int range)
- void nextStep ()

Protected Member Functions

- boolean isCorrectBlock (int i, int j, int k, int mode)

Additional Inherited Members

3.22.1 Detailed Description

Non-combat task that allows the AI to automatically look for ores to mine.

3.22.2 Member Function Documentation

3.22.2.1 boolean fuzzyMod.tasks.MineOres.isCorrectBlock (int *i,* int *j,* int *k,* int *mode*) [protected]

Returns true if the block is of a mineable ore block.

3.22.2.2 void fuzzyMod.tasks.MineOres.nextStep ( )

Set the next action for the task. Could be either mining to ore or searching for one or moving towards it.

The documentation for this class was generated from the following file:

- tasks/MineOres.java

3.23 fuzzyMod.inventory.MobInventory Class Reference

Public Member Functions

- MobInventory (int limit)
- boolean isFull ()
- void addItem (Item item, int quantity)
- void dumpAll ()
- ItemStack[ ] getItemStacks ()
- void printInventory ()

3.23.1 Detailed Description

Inventory for custom Mobs.

3.23.2 Constructor & Destructor Documentation

3.23.2.1 fuzzyMod.inventory.MobInventory.MobInventory (int *limit*)

Constructor class for MobInventory.

Parameters

limit	The maximum capacity of the inventory.

3.23.3 Member Function Documentation

3.23.3.1 void fuzzyMod.inventory.MobInventory.addItem (Item *item,* int *quantity*)

Adds an item stack into the inventory

Parameters

item	Item of item stack.
quantity	Size of stack.

3.23.3.2 void fuzzyMod.inventory.MobInventory.dumpAll ( )

Removes everything in the current inventory.

3.23.3.3 ItemStack [ ] fuzzyMod.inventory.MobInventory.getItemStacks ( )

Returns array of ItemStack in the inventory.

3.23.3.4 boolean fuzzyMod.inventory.MobInventory.isFull ( )

Returns true if inventory is full.

3.23.3.5 void fuzzyMod.inventory.MobInventory.printInventory ( )

Prints the inventory list for debugging purposes.

The documentation for this class was generated from the following file:

- inventory/MobInventory.java

3.24 fuzzyMod.targetTasks.NearestTarget Class Reference

Classes

- class **Sorter**

Static Public Member Functions

- static EntityMobWithInventory nearestEnemy (EntityMobWithInventory mob)
- static EntityMobWithInventory nearestAttacker (EntityMobWithInventory mob)
- static List< EntityMobWithInventory > enemylist (final EntityMobWithInventory mob)
- static int numEnemies (EntityMobWithInventory mob)
- static int numAllies (final EntityMobWithInventory mob)

3.24.1 Detailed Description

A target task that look for the nearest target. Can be either attacking or not attacking.

3.24.2 Member Function Documentation

3.24.2.1 static List<EntityMobWithInventory> fuzzyMod.targetTasks.NearestTarget.enemylist (final EntityMobWithInventory *mob*) [static]

Finds the enemies that is around the referenced mob and checks if they are in the same team.

Parameters

mob	The mob that is referenced to.

Returns

List of enemies that are not in the same team as the referenced mob.

3.24.2.2 static EntityMobWithInventory fuzzyMod.targetTasks.NearestTarget.nearestAttacker (EntityMobWithInventory *mob*) [static]

A target task that look for the nearest enemy attacker.

Parameters

mob	The mob that is referenced to.

Returns

The nearest attacker that is attacking the referenced mob.

3.24.2.3 static EntityMobWithInventory fuzzyMod.targetTasks.NearestTarget.nearestEnemy (EntityMobWithInventory *mob*) [static]

Returns the nearest enemy that is closest to the mob

Parameters

mob	The mob that is referenced to.

3.24.2.4 static int fuzzyMod.targetTasks.NearestTarget.numAllies (final EntityMobWithInventory *mob*) [static]

Finds the number of allies around the referenced mob.

Parameters

mob	The referenced mob.

Returns

Number of allies.

3.24.2.5 static int fuzzyMod.targetTasks.NearestTarget.numEnemies (EntityMobWithInventory *mob*) [static]

Using the enemylist function above, find the number fo enemies in the vicinity of the referenced mob.

Parameters

mob	The referenced mob.

Returns

Size of the enemylist.

The documentation for this class was generated from the following file:

- targetTasks/NearestTarget.java

3.25 fuzzyMod.targetTasks.PlayerLastAttackedTarget Class Reference

Static Public Member Functions

- static boolean shouldExecute (EntityMobWithInventory mob)
- static void updateLastTarget ()
- static Entity getLastTarget (EntityMobWithInventory mob)

3.25.1 Detailed Description

Target task that keeps track of the player's last attacked target.

3.25.2 Member Function Documentation

3.25.2.1 static Entity fuzzyMod.targetTasks.PlayerLastAttackedTarget.getLastTarget (EntityMobWithInventory *mob*) [static]

Returns the stored entity for last attacked target.

Parameters

mob	The referenced mob.

3.25.2.2 static boolean fuzzyMod.targetTasks.PlayerLastAttackedTarget.shouldExecute (EntityMobWithInventory *mob*) [static]

Returns whether the EntityAIBase should begin execution.

3.25.2.3 static void fuzzyMod.targetTasks.PlayerLastAttackedTarget.updateLastTarget ( ) [static]

Constantly checks if the player swings its held item. If the held item is not an egg, it will update the target that it has attacked.

The documentation for this class was generated from the following file:

- targetTasks/PlayerLastAttackedTarget.java

3.26 fuzzyMod.targetTasks.PlayerLastAttackerTarget Class Reference

Static Public Member Functions

- static void updatePlayerAttacker ()
- static EntityLiving getPlayerAttacker ()

3.26.1 Detailed Description

Target task that gets the last attacker that attacked the Player.

3.26.2 Member Function Documentation

3.26.2.1 static EntityLiving fuzzyMod.targetTasks.PlayerLastAttackerTarget.getPlayerAttacker ( ) [static]

Returns the stored player's attacker.

3.26.2.2 static void fuzzyMod.targetTasks.PlayerLastAttackerTarget.updatePlayerAttacker ( ) [static]

Updates the player's attacker. This is done by getting the entities around the Player and sorting them based on their distance to the Player. Next it checks if the attack target is the player itself.

The documentation for this class was generated from the following file:

- targetTasks/PlayerLastAttackerTarget.java

3.27 fuzzyMod.targetTasks.PlayerTarget Class Reference

Inheritance diagram for fuzzyMod.targetTasks.PlayerTarget:

Collaboration diagram for fuzzyMod.targetTasks.PlayerTarget:

Public Member Functions

- **PlayerTarget** (EntityMobWithInventory mob, Item itemTrigger)
- boolean **shouldExecute** ()
- void **startExecuting** ()

3.27.1 Detailed Description

Target task that sets the player as the target.

The documentation for this class was generated from the following file:

- targetTasks/PlayerTarget.java

3.28 fuzzyMod.PlayerTickEvents Class Reference

Public Member Functions

- void onPlayerTick (LivingUpdateEvent e)

3.28.1 Detailed Description

This class is in charge of events that occur every tick when the player is rendered in the game

3.28.2 Member Function Documentation

3.28.2.1 void fuzzyMod.PlayerTickEvents.onPlayerTick (LivingUpdateEvent *e*)

Methods to call on every tick when Player is alive, called per player.

The documentation for this class was generated from the following file:

- PlayerTickEvents.java

3.29 fuzzyMod.Reference Class Reference

Static Public Attributes

- static final String **MOD_ID** = "pregnantboy"
- static final String **MOD_NAME** = "Fuzzy Mod"
- static final String **VERSION** = "1.0"
- static final String **CLIENT_PROXY_CLASS** = "fuzzyMod.proxy.ClientProxy"
- static final String **SERVER_PROXY_CLASS** = "fuzzyMod.proxy.ServerProxy"

3.29.1 Detailed Description

For storing of static final constants

The documentation for this class was generated from the following file:

- Reference.java

3.30 fuzzyMod.render.RenderTestEntity Class Reference

Inheritance diagram for fuzzyMod.render.RenderTestEntity:

Collaboration diagram for fuzzyMod.render.RenderTestEntity:

Public Member Functions

- **RenderTestEntity** (RenderManager p_i46169_1_, ModelBiped p_i46169_2_, float p_i46169_3_, float p_↩ i46169_4_)

Protected Member Functions

- ResourceLocation **func_180572_a** (EntityTutMob p_180572_1_)
- ResourceLocation getEntityTexture (Entity entity)

3.30.1 Detailed Description

Renders Custom Entity for Slot 1 and assigns mob texture.

3.30.2 Member Function Documentation

3.30.2.1 ResourceLocation fuzzyMod.render.RenderTestEntity.getEntityTexture (Entity *entity*) [protected]

Returns the location of an entity's texture. Doesn't seem to be called unless you call Render.bindEntityTexture.

The documentation for this class was generated from the following file:

- render/RenderTestEntity.java

3.31 fuzzyMod.render.RenderTestEntity2 Class Reference

Inheritance diagram for fuzzyMod.render.RenderTestEntity2:

Collaboration diagram for fuzzyMod.render.RenderTestEntity2:

Public Member Functions

- **RenderTestEntity2** (RenderManager p_i46169_1_, ModelBiped p_i46169_2_, float p_i46169_3_, float p_↩ i46169_4_)

Protected Member Functions

- ResourceLocation **func_180572_a** (EntityTutMob2 p_180572_1_)
- ResourceLocation getEntityTexture (Entity entity)

3.31.1 Detailed Description

Renders Custom Entity for Slot 2 and assigns mob texture.

3.31.2 Member Function Documentation

3.31.2.1 ResourceLocation fuzzyMod.render.RenderTestEntity2.getEntityTexture (Entity *entity*) [protected]

Returns the location of an entity's texture. Doesn't seem to be called unless you call Render.bindEntityTexture.

The documentation for this class was generated from the following file:

- render/RenderTestEntity2.java

3.32 fuzzyMod.render.RenderTestEntity3 Class Reference

Inheritance diagram for fuzzyMod.render.RenderTestEntity3:

Collaboration diagram for fuzzyMod.render.RenderTestEntity3:

Public Member Functions

- **RenderTestEntity3** (RenderManager p_i46169_1_, ModelBiped p_i46169_2_, float p_i46169_3_, float p_↩ i46169_4_)

Protected Member Functions

- ResourceLocation **func_180572_a** (EntityTutMob3 p_180572_1_)
- ResourceLocation getEntityTexture (Entity entity)

3.32.1 Detailed Description

Renders Custom Entity for Slot 3 and assigns mob texture.

3.32.2 Member Function Documentation

3.32.2.1 ResourceLocation fuzzyMod.render.RenderTestEntity3.getEntityTexture (Entity *entity*) [protected]

Returns the location of an entity's texture. Doesn't seem to be called unless you call Render.bindEntityTexture.

The documentation for this class was generated from the following file:

- render/RenderTestEntity3.java

3.33 fuzzyMod.render.RenderTestEntity4 Class Reference

Inheritance diagram for fuzzyMod.render.RenderTestEntity4:

Collaboration diagram for fuzzyMod.render.RenderTestEntity4:

Public Member Functions

- **RenderTestEntity4** (RenderManager p_i46169_1_, ModelBiped p_i46169_2_, float p_i46169_3_, float p_↩ i46169_4_)

Protected Member Functions

- ResourceLocation **func_180572_a** (EntityTutMob4 p_180572_1_)
- ResourceLocation getEntityTexture (Entity entity)

3.33.1 Detailed Description

Renders Custom Entity for Slot 4 and assigns mob texture.

3.33.2 Member Function Documentation

3.33.2.1 ResourceLocation fuzzyMod.render.RenderTestEntity4.getEntityTexture (Entity *entity*) [protected]

Returns the location of an entity's texture. Doesn't seem to be called unless you call Render.bindEntityTexture.

The documentation for this class was generated from the following file:

- render/RenderTestEntity4.java

3.34 fuzzyMod.tasks.RunAway Class Reference

Collaboration diagram for fuzzyMod.tasks.RunAway:

Public Member Functions

- RunAway (EntityMobWithInventory mob, double speed)
- void setSource (Entity source)
- void nextStep ()

Protected Member Functions

- void moveToBlock ()

Protected Attributes

- EntityMobWithInventory **mob**
- Entity **source**
- World **world**
- double **runSpeed**
- boolean **destinationSet**
- PathEntity **path**
- Vec3 **destination**
- int **ticker**

3.34.1 Detailed Description

Non-combat task that runs away from its target.

3.34.2 Constructor & Destructor Documentation

3.34.2.1 fuzzyMod.tasks.RunAway.RunAway (EntityMobWithInventory *mob,* double *speed*)

Constructor class

Parameters

mob	The AI executing this task.
speed	The movement speed when running away.

3.34.3 Member Function Documentation

3.34.3.1 void fuzzyMod.tasks.RunAway.moveToBlock ( ) [protected]

Attempts to move the AI to the set destination.

3.34.3.2 void fuzzyMod.tasks.RunAway.nextStep ( )

Sets the next action of this task.

3.34.3.3 void fuzzyMod.tasks.RunAway.setSource (Entity *source*)

Set the target to run away from.

The documentation for this class was generated from the following file:

- tasks/RunAway.java

3.35 fuzzyMod.tasks.SearchTaskGeneric Class Reference

Inheritance diagram for fuzzyMod.tasks.SearchTaskGeneric:

Collaboration diagram for fuzzyMod.tasks.SearchTaskGeneric:

Public Member Functions

- SearchTaskGeneric (EntityMobWithInventory mob, int range)
- abstract void nextStep ()
- double distToNearestBlock ()

Protected Member Functions

- boolean reachedBlock ()
- void moveToBlock ()
- BlockPos getNextBlock (int mode)
- abstract boolean isCorrectBlock (int i, int j, int k, int mode)
- void setCurrentItem (Item item)
- void storeItemDroppedDetails ()
- void obtainItems ()

Protected Attributes

- EntityMobWithInventory **mob**
- int **range**
- World **world**
- BlockPos **nextBlock**
- Item **itemDropped**
- int **itemQuantity**

3.35.1 Detailed Description

Abstract class for search based tasks.

3.35.2 Constructor & Destructor Documentation

3.35.2.1 fuzzyMod.tasks.SearchTaskGeneric.SearchTaskGeneric (EntityMobWithInventory *mob,* int *range*)

Constructor class

Parameters

mob	The AI executing this task.
range	The range to search for.

3.35.3 Member Function Documentation

3.35.3.1 double fuzzyMod.tasks.SearchTaskGeneric.distToNearestBlock ( )

Returns distance to closest block. If none is found, returns 9999.

3.35.3.2 BlockPos fuzzyMod.tasks.SearchTaskGeneric.getNextBlock (int *mode*) [protected]

Using breadth first search, return the closest block that matches the criteria.

Parameters

mode	The selector integer that sets the criteria for correct block.

3.35.3.3 abstract boolean fuzzyMod.tasks.SearchTaskGeneric.isCorrectBlock (int *i,* int *j,* int *k,* int *mode*) [abstract], [protected]

Abstract class that checks if the block is the one that the AI is looking for.

3.35.3.4 void fuzzyMod.tasks.SearchTaskGeneric.moveToBlock ( ) [protected]

Attempts to move the AI to the block.

3.35.3.5 abstract void fuzzyMod.tasks.SearchTaskGeneric.nextStep ( ) [abstract]

Abstract class that sets the next action for the task.

3.35.3.6 void fuzzyMod.tasks.SearchTaskGeneric.obtainItems ( ) [protected]

Store the current item in the inventory.

3.35.3.7 boolean fuzzyMod.tasks.SearchTaskGeneric.reachedBlock ( ) [protected]

Returns true if the AI has reached the destination.

3.35.3.8 void fuzzyMod.tasks.SearchTaskGeneric.setCurrentItem (Item *item*) [protected]

Sets the equipped item of the AI

Parameters

item	The item to equip.

3.35.3.9 void fuzzyMod.tasks.SearchTaskGeneric.storeItemDroppedDetails ( ) [protected]

Store the item that has been collected in a variable.

The documentation for this class was generated from the following file:

- tasks/SearchTaskGeneric.java

3.36 fuzzyMod.proxy.ServerProxy Class Reference

Inheritance diagram for fuzzyMod.proxy.ServerProxy:

Public Member Functions

- void **registerRenders** ()

The documentation for this class was generated from the following file:

- proxy/ServerProxy.java

3.37 fuzzyMod.tasks.SowSeeds Class Reference

Inheritance diagram for fuzzyMod.tasks.SowSeeds:

Collaboration diagram for fuzzyMod.tasks.SowSeeds:

Public Member Functions

- SowSeeds (EntityMobWithInventory mob, int range)
- void nextStep ()

Protected Member Functions

- boolean isCorrectBlock (int i, int j, int k, int mode)

Additional Inherited Members

3.37.1 Detailed Description

Non-combat task that either sow seeds on fertile ground or till soil.

3.37.2 Constructor & Destructor Documentation

3.37.2.1 fuzzyMod.tasks.SowSeeds.SowSeeds (EntityMobWithInventory *mob,* int *range*)

Constructor class

Parameters

mob	The AI executing this task.
range	The range to search in.

3.37.3 Member Function Documentation

3.37.3.1 boolean fuzzyMod.tasks.SowSeeds.isCorrectBlock (int *i,* int *j,* int *k,* int *mode*) [protected]

Checks if the block is fertile soil or is dirt depending on the mode.

3.37.3.2 void fuzzyMod.tasks.SowSeeds.nextStep ( )

Sets the next action of this task. Could be either tilling soil or sowing seeds.

The documentation for this class was generated from the following file:

- tasks/SowSeeds.java

3.38 fuzzyMod.tasks.StoreLoot Class Reference

Inheritance diagram for fuzzyMod.tasks.StoreLoot:

Collaboration diagram for fuzzyMod.tasks.StoreLoot:

Public Member Functions

- StoreLoot (EntityMobWithInventory mob, int range)
- void nextStep ()

Protected Member Functions

- boolean isCorrectBlock (int i, int j, int k, int mode)
- void dumpLoot ()

Additional Inherited Members

3.38.1 Detailed Description

Non-combat task that allows the AI to store its current inventory in a chest.

3.38.2 Constructor & Destructor Documentation

3.38.2.1 fuzzyMod.tasks.StoreLoot.StoreLoot (EntityMobWithInventory *mob,* int *range*)

Constructor class for store loot task.

Parameters

mob	The AI executing the task.
range	The range to search in.

3.38.3 Member Function Documentation

3.38.3.1 void fuzzyMod.tasks.StoreLoot.dumpLoot ( ) [protected]

Stores all item in the chest. The chest will show the items stored if the player interacts with

3.38.3.2 boolean fuzzyMod.tasks.StoreLoot.isCorrectBlock (int *i,* int *j,* int *k,* int *mode*) [protected]

Checks if block is chest.

Parameters

i,j,k	The position of the block to check.
mode	not necessary.

3.38.3.3 void fuzzyMod.tasks.StoreLoot.nextStep ( )

Sets the next action for the task. Could be looking for, moving to or dumping loot in a chest.

The documentation for this class was generated from the following file:

- tasks/StoreLoot.java

3.39 fuzzyMod.init.TutorialItems Class Reference

Collaboration diagram for fuzzyMod.init.TutorialItems:

Static Public Member Functions

- static void **init** ()
- static void **register** ()
- static void **registerRenders** ()
- static void **registerRender** (Item item)

Static Public Attributes

- static Item **test_item**

The documentation for this class was generated from the following file:

- init/TutorialItems.java

Index

addItem
    fuzzyMod::inventory::MobInventory, 27
applyEntityAttributes
    fuzzyMod::entity::EntityTutMob, 15
    fuzzyMod::entity::EntityTutMob2, 16
    fuzzyMod::entity::EntityTutMob3, 17
    fuzzyMod::entity::EntityTutMob4, 17
ArrowAttack
    fuzzyMod::tasks::ArrowAttack, 5
attemptBuildBlock
    fuzzyMod::tasks::BuildGeneric, 8

buildBlock
    fuzzyMod::tasks::BuildGeneric, 8
BuildFarm
    fuzzyMod::tasks::BuildFarm, 6
BuildGeneric
    fuzzyMod::tasks::BuildGeneric, 8
BuildHouse
    fuzzyMod::tasks::BuildHouse, 9
BuildMine
    fuzzyMod::tasks::BuildMine, 10

createEgg
    fuzzyMod::entity::EntityEggRegistry, 12
createEntity
    fuzzyMod::entity::EntityEggRegistry, 12

distToNearestBlock
    fuzzyMod::tasks::SearchTaskGeneric, 38
dumpAll
    fuzzyMod::inventory::MobInventory, 28
dumpLoot
    fuzzyMod::tasks::StoreLoot, 41

enemylist
    fuzzyMod::targetTasks::NearestTarget, 28
enqueue
    fuzzyMod::tasks::BuildGeneric, 8
EntityMobWithInventory
    fuzzyMod::entity::EntityMobWithInventory, 13
evaluate
    fuzzyMod::fuzzyLogic::FuzzyInterpreter, 21

finishingTouches
    fuzzyMod::tasks::BuildFarm, 7
    fuzzyMod::tasks::BuildGeneric, 8
    fuzzyMod::tasks::BuildHouse, 10
    fuzzyMod::tasks::BuildMine, 11
FireballAttack
    fuzzyMod::tasks::FireballAttack, 18

FuzzyBrain
    fuzzyMod::fuzzyLogic::FuzzyBrain, 19
FuzzyInterpreter
    fuzzyMod::fuzzyLogic::FuzzyInterpreter, 20
fuzzyMod.entity.EntityEggRegistry, 11
fuzzyMod.entity.EntityMobWithInventory, 12
fuzzyMod.entity.EntityTutMob, 14
fuzzyMod.entity.EntityTutMob2, 15
fuzzyMod.entity.EntityTutMob3, 16
fuzzyMod.entity.EntityTutMob4, 17
fuzzyMod.fuzzyLogic.FCLTester, 18
fuzzyMod.fuzzyLogic.FuzzyBrain, 19
fuzzyMod.fuzzyLogic.FuzzyInterpreter, 20
fuzzyMod.fuzzyLogic.FuzzyTasker, 21
fuzzyMod.init.TutorialItems, 41
fuzzyMod.inventory.MobInventory, 27
fuzzyMod.MainRegistry, 25
fuzzyMod.PlayerTickEvents, 32
fuzzyMod.proxy.ClientProxy, 11
fuzzyMod.proxy.ServerProxy, 39
fuzzyMod.Reference, 32
fuzzyMod.render.RenderTestEntity, 33
fuzzyMod.render.RenderTestEntity2, 33
fuzzyMod.render.RenderTestEntity3, 34
fuzzyMod.render.RenderTestEntity4, 35
fuzzyMod.targetTasks.NearestTarget, 28
fuzzyMod.targetTasks.PlayerLastAttackedTarget, 30
fuzzyMod.targetTasks.PlayerLastAttackerTarget, 31
fuzzyMod.targetTasks.PlayerTarget, 31
fuzzyMod.tasks.ArrowAttack, 5
fuzzyMod.tasks.BuildFarm, 6
fuzzyMod.tasks.BuildGeneric, 7
fuzzyMod.tasks.BuildHouse, 9
fuzzyMod.tasks.BuildMine, 10
fuzzyMod.tasks.FireballAttack, 18
fuzzyMod.tasks.GenericAttack, 23
fuzzyMod.tasks.HarvestCrops, 24
fuzzyMod.tasks.MeleeAttack, 25
fuzzyMod.tasks.MineOres, 26
fuzzyMod.tasks.RunAway, 35
fuzzyMod.tasks.SearchTaskGeneric, 37
fuzzyMod.tasks.SowSeeds, 39
fuzzyMod.tasks.StoreLoot, 40
fuzzyMod::PlayerTickEvents
    onPlayerTick, 32
fuzzyMod::entity::EntityEggRegistry
    createEgg, 12
    createEntity, 12
    registerEntity, 12

fuzzyMod::entity::EntityMobWithInventory
EntityMobWithInventory, 13
getArrows, 13
getAttacker, 13
getMana, 13
getMobIventory, 13
getStrength, 13
getTeamNo, 13
onUpdate, 14
setAttacker, 14
setTeam, 14
useArrow, 14
useMana, 14
fuzzyMod::entity::EntityTutMob
applyEntityAttributes, 15
fuzzyMod::entity::EntityTutMob2
applyEntityAttributes, 16
fuzzyMod::entity::EntityTutMob3
applyEntityAttributes, 17
fuzzyMod::entity::EntityTutMob4
applyEntityAttributes, 17
fuzzyMod::fuzzyLogic::FuzzyBrain
FuzzyBrain, 19
nextStep, 19
printInputs, 19
setAction, 20
setInputs, 20
fuzzyMod::fuzzyLogic::FuzzyInterpreter
evaluate, 21
FuzzyInterpreter, 20
getActions, 21
printInputs, 21
setInput, 21
sortByValue, 21
fuzzyMod::fuzzyLogic::FuzzyTasker
FuzzyTasker, 22
isBuilding, 22
nextStep, 22
setTask, 22
targeter, 22
fuzzyMod::inventory::MobInventory
addItem, 27
dumpAll, 28
getItemStacks, 28
isFull, 28
MobInventory, 27
printInventory, 28
fuzzyMod::render::RenderTestEntity
getEntityTexture, 33
fuzzyMod::render::RenderTestEntity2
getEntityTexture, 34
fuzzyMod::render::RenderTestEntity3
getEntityTexture, 34
fuzzyMod::render::RenderTestEntity4
getEntityTexture, 35
fuzzyMod::targetTasks::NearestTarget
enemylist, 28
nearestAttacker, 29
nearestEnemy, 29
numAllies, 29
numEnemies, 29
fuzzyMod::targetTasks::PlayerLastAttackedTarget
getLastTarget, 30
shouldExecute, 30
updateLastTarget, 30
fuzzyMod::targetTasks::PlayerLastAttackerTarget
getPlayerAttacker, 31
updatePlayerAttacker, 31
fuzzyMod::tasks::ArrowAttack
ArrowAttack, 5
nextStep, 5
fuzzyMod::tasks::BuildFarm
BuildFarm, 6
finishingTouches, 7
init, 7
fuzzyMod::tasks::BuildGeneric
attemptBuildBlock, 8
buildBlock, 8
BuildGeneric, 8
enqueue, 8
finishingTouches, 8
hasBuiltOnce, 9
init, 9
isBuilding, 9
isOnBuildingSpot, 9
moveToBuildingSpot, 9
fuzzyMod::tasks::BuildHouse
BuildHouse, 9
finishingTouches, 10
init, 10
fuzzyMod::tasks::BuildMine
BuildMine, 10
finishingTouches, 11
init, 11
fuzzyMod::tasks::FireballAttack
FireballAttack, 18
nextStep, 19
fuzzyMod::tasks::GenericAttack
GenericAttack, 23
getDistanceSqFromTarget, 23
hasAttackTarget, 23
moveToTarget, 24
nextStep, 24
fuzzyMod::tasks::HarvestCrops
HarvestCrops, 24
isCorrectBlock, 25
nextStep, 25
fuzzyMod::tasks::MeleeAttack
MeleeAttack, 25, 26
nextStep, 26
fuzzyMod::tasks::MineOres
isCorrectBlock, 27
nextStep, 27
fuzzyMod::tasks::RunAway
moveToBlock, 36
nextStep, 36

RunAway, 36
setSource, 36
fuzzyMod::tasks::SearchTaskGeneric
distToNearestBlock, 38
getNextBlock, 38
isCorrectBlock, 38
moveToBlock, 38
nextStep, 38
obtainItems, 38
reachedBlock, 38
SearchTaskGeneric, 37
setCurrentItem, 38
storeItemDroppedDetails, 39
fuzzyMod::tasks::SowSeeds
isCorrectBlock, 40
nextStep, 40
SowSeeds, 39
fuzzyMod::tasks::StoreLoot
dumpLoot, 41
isCorrectBlock, 41
nextStep, 41
StoreLoot, 40
FuzzyTasker
fuzzyMod::fuzzyLogic::FuzzyTasker, 22

GenericAttack
fuzzyMod::tasks::GenericAttack, 23
getActions
fuzzyMod::fuzzyLogic::FuzzyInterpreter, 21
getArrows
fuzzyMod::entity::EntityMobWithInventory, 13
getAttacker
fuzzyMod::entity::EntityMobWithInventory, 13
getDistanceSqFromTarget
fuzzyMod::tasks::GenericAttack, 23
getEntityTexture
fuzzyMod::render::RenderTestEntity, 33
fuzzyMod::render::RenderTestEntity2, 34
fuzzyMod::render::RenderTestEntity3, 34
fuzzyMod::render::RenderTestEntity4, 35
getItemStacks
fuzzyMod::inventory::MobInventory, 28
getLastTarget
fuzzyMod::targetTasks::PlayerLastAttackedTarget, 30
getMana
fuzzyMod::entity::EntityMobWithInventory, 13
getMobIventory
fuzzyMod::entity::EntityMobWithInventory, 13
getNextBlock
fuzzyMod::tasks::SearchTaskGeneric, 38
getPlayerAttacker
fuzzyMod::targetTasks::PlayerLastAttackerTarget, 31
getStrength
fuzzyMod::entity::EntityMobWithInventory, 13
getTeamNo
fuzzyMod::entity::EntityMobWithInventory, 13

HarvestCrops
fuzzyMod::tasks::HarvestCrops, 24
hasAttackTarget
fuzzyMod::tasks::GenericAttack, 23
hasBuiltOnce
fuzzyMod::tasks::BuildGeneric, 9

init
fuzzyMod::tasks::BuildFarm, 7
fuzzyMod::tasks::BuildGeneric, 9
fuzzyMod::tasks::BuildHouse, 10
fuzzyMod::tasks::BuildMine, 11
isBuilding
fuzzyMod::fuzzyLogic::FuzzyTasker, 22
fuzzyMod::tasks::BuildGeneric, 9
isCorrectBlock
fuzzyMod::tasks::HarvestCrops, 25
fuzzyMod::tasks::MineOres, 27
fuzzyMod::tasks::SearchTaskGeneric, 38
fuzzyMod::tasks::SowSeeds, 40
fuzzyMod::tasks::StoreLoot, 41
isFull
fuzzyMod::inventory::MobInventory, 28
isOnBuildingSpot
fuzzyMod::tasks::BuildGeneric, 9

MeleeAttack
fuzzyMod::tasks::MeleeAttack, 25, 26
MobInventory
fuzzyMod::inventory::MobInventory, 27
moveToBlock
fuzzyMod::tasks::RunAway, 36
fuzzyMod::tasks::SearchTaskGeneric, 38
moveToBuildingSpot
fuzzyMod::tasks::BuildGeneric, 9
moveToTarget
fuzzyMod::tasks::GenericAttack, 24

nearestAttacker
fuzzyMod::targetTasks::NearestTarget, 29
nearestEnemy
fuzzyMod::targetTasks::NearestTarget, 29
nextStep
fuzzyMod::fuzzyLogic::FuzzyBrain, 19
fuzzyMod::fuzzyLogic::FuzzyTasker, 22
fuzzyMod::tasks::ArrowAttack, 5
fuzzyMod::tasks::FireballAttack, 19
fuzzyMod::tasks::GenericAttack, 24
fuzzyMod::tasks::HarvestCrops, 25
fuzzyMod::tasks::MeleeAttack, 26
fuzzyMod::tasks::MineOres, 27
fuzzyMod::tasks::RunAway, 36
fuzzyMod::tasks::SearchTaskGeneric, 38
fuzzyMod::tasks::SowSeeds, 40
fuzzyMod::tasks::StoreLoot, 41
numAllies
fuzzyMod::targetTasks::NearestTarget, 29
numEnemies
fuzzyMod::targetTasks::NearestTarget, 29

obtainItems
fuzzyMod::tasks::SearchTaskGeneric, 38
onPlayerTick
fuzzyMod::PlayerTickEvents, 32
onUpdate
fuzzyMod::entity::EntityMobWithInventory, 14

printInputs
fuzzyMod::fuzzyLogic::FuzzyBrain, 19
fuzzyMod::fuzzyLogic::FuzzyInterpreter, 21
printInventory
fuzzyMod::inventory::MobInventory, 28

reachedBlock
fuzzyMod::tasks::SearchTaskGeneric, 38
registerEntity
fuzzyMod::entity::EntityEggRegistry, 12
RunAway
fuzzyMod::tasks::RunAway, 36

SearchTaskGeneric
fuzzyMod::tasks::SearchTaskGeneric, 37
setAction
fuzzyMod::fuzzyLogic::FuzzyBrain, 20
setAttacker
fuzzyMod::entity::EntityMobWithInventory, 14
setCurrentItem
fuzzyMod::tasks::SearchTaskGeneric, 38
setInput
fuzzyMod::fuzzyLogic::FuzzyInterpreter, 21
setInputs
fuzzyMod::fuzzyLogic::FuzzyBrain, 20
setSource
fuzzyMod::tasks::RunAway, 36
setTask
fuzzyMod::fuzzyLogic::FuzzyTasker, 22
setTeam
fuzzyMod::entity::EntityMobWithInventory, 14
shouldExecute
fuzzyMod::targetTasks::PlayerLastAttackedTarget, 30
sortByValue
fuzzyMod::fuzzyLogic::FuzzyInterpreter, 21
SowSeeds
fuzzyMod::tasks::SowSeeds, 39
storeItemDroppedDetails
fuzzyMod::tasks::SearchTaskGeneric, 39
StoreLoot
fuzzyMod::tasks::StoreLoot, 40

targeter
fuzzyMod::fuzzyLogic::FuzzyTasker, 22

updateLastTarget
fuzzyMod::targetTasks::PlayerLastAttackedTarget, 30
updatePlayerAttacker
fuzzyMod::targetTasks::PlayerLastAttackerTarget, 31

useArrow
fuzzyMod::entity::EntityMobWithInventory, 14
useMana
fuzzyMod::entity::EntityMobWithInventory, 14