

API Documentation

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1 Module combat

1.1 Functions

combat (<i>ship1</i> , <i>ship2</i>)
Do a battle between two ships.
Parameters
ship1 : A ship built with the class Ship. (<i>type=Object of class Ship.</i>)
ship2 : A ship built with the class Ship. (<i>type=Object of class Ship.</i>)

1.2 Variables

Name	Description
--package--	Value: None

2 Module crewMember

2.1 Variables

Name	Description
<code>--package--</code>	Value: None
<code>divisionTime</code>	Value: 25
<code>showShipState</code>	Value: True

2.2 Class CrewMember

object  **crewMember.CrewMember**

Class which allow you to monitor each crewman.

2.2.1 Methods

`--init--`(*self*, *listInfos*, *room*, *ship*)

`x.--init--(...)` initializes x; see `help(type(x))` for signature

Parameters

room: Room in which is the crewman.
(*type=Object of the class Room.*)

Overrides: `object.--init--`

`initPosition`(*self*)

`--repr--`(*self*)

`repr(x)`

Overrides: `object.--repr--` `exitit`(inherited documentation)

`getLvlPiloting`(*self*)

`getLvlEngines`(*self*)

`getLvlShields`(*self*)

`getLvlWeaponControl`(*self*)

`getLvlRepair`(*self*)

getLvlCombat (<i>self</i>)

getRace (<i>self</i>)

getRoom (<i>self</i>)

setRoom (<i>self</i> , <i>room</i>)
--

getHP (<i>self</i>)

getPosition (<i>self</i>)

isInMovement (<i>self</i>)

goToRoom (<i>self</i> , <i>nb</i>)

setInMovement (<i>self</i> , <i>nb</i> , <i>coords</i>)
--

getRoomGoal (<i>self</i>)

getCoordsGoal (<i>self</i>)

movementAI (<i>self</i>)

Determine if the crewman should go to another room. If so, it put the crewman in movement.
--

manningPointsAI (<i>self</i> , <i>room</i>)
--

Evaluate the importance of manning the system in the room.
--

Parameters

<i>room</i> : Room where is the system that we want to evaluate. <i>(type=Object of the class Room.)</i>

Return Value

The points associated with the importance of manning the system. <i>(type=Integer.)</i>
--

continueMovement (<i>self</i>)

At each tick of the clock this function is called to monitor the travel of the crewman.

determineFastestWay (<i>self</i> , <i>graph</i> , <i>position</i> , <i>currentRoom</i>)
--

The crewman is already set to go to a certain room/position and this function determine the fastest way.
--

fastestWay (<i>self</i> , <i>graph</i> , <i>position</i> , <i>currentRoom</i>)

moveTo (<i>self</i> , <i>goal</i>)

getPercentageRepair (<i>self</i>)
--

Percentage of repair done per real second.
--

getPercentageExtinction (<i>self</i>)
--

Percentage of extinction of fire per real second.

doDamages (<i>self</i> , <i>nb</i>)
--

fireDamages (<i>self</i> , <i>nbFires</i>)

suffocation (<i>self</i>)

isDead (<i>self</i>)

getDamages (<i>self</i>)

getMovement (<i>self</i>)

addXpPiloting (<i>self</i>)

addXpEngines (<i>self</i>)

addXpShields (<i>self</i>)

addXpWeaponControl (<i>self</i>)

addXpRepair (<i>self</i>)

addXpCombat (<i>self</i>)

loseExperience (<i>self</i> , <i>percentage</i>)

Inherited from object

`--delattr__()`, `--format__()`, `--getattr__()`, `--hash__()`, `--new__()`, `--reduce__()`, `--reduce_ex__()`, `--setattr__()`, `--sizeof__()`, `--str__()`, `--subclasshook__()`

2.2.2 Properties

Name	Description
<i>Inherited from object</i> __class__	

3 Module displayShip

3.1 Functions

displayInfos(*ship*)

displayAttack(*weapon*, *ship1*, *ship2*)

displayInfosBoth(*ship1*, *ship2*)

addSpaces(*word*, *length*)

addSpacesEnd(*word*, *length*)

inverseStringList(*L*)

maxLength(*L*)

3.2 Variables

Name	Description
<code>--package--</code>	Value: None

3.3 Class InfosBoth

```

object └─
        list └─ displayShip.InfosBoth
  
```

3.3.1 Methods

`--init--(self, L)`

`x.--init--(...)` initializes x; see `help(type(x))` for signature

Return Value

new empty list

Overrides: `object.--init--` `exitit`(inherited documentation)

`--repr--(self)`

`repr(x)`

Overrides: `object.--repr--` `exitit`(inherited documentation)

`maxL1(self)`

`lenColorsString(self, s)`

Inherited from list

`--add--()`, `--contains--()`, `--delitem--()`, `--delslice--()`, `--eq--()`, `--ge--()`, `--getattribute--()`, `--getitem--()`, `--getslice--()`, `--gt--()`, `--iadd--()`, `--imul--()`, `--iter--()`, `--le--()`, `--len--()`, `--lt--()`, `--mul--()`, `--ne--()`, `--new--()`, `--reversed--()`, `--rmul--()`, `--setitem--()`, `--setslice--()`, `--sizeof--()`, `append()`, `count()`, `extend()`, `index()`, `insert()`, `pop()`, `remove()`, `reverse()`, `sort()`

Inherited from object

`--delattr--()`, `--format--()`, `--reduce--()`, `--reduce_ex--()`, `--setattr--()`, `--str--()`, `--subclasshook--()`

3.3.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

3.3.3 Class Variables

Name	Description
<i>Inherited from list</i>	
<code>--hash--</code>	

4 Module door

4.1 Variables

Name	Description
<code>--package--</code>	Value: None

4.2 Class Door



Class which allow you to monitor each door.

4.2.1 Methods

`--init--(self, position, link, hasDoor=True)`

`x.__init__(...)` initializes x; see `help(type(x))` for signature

Parameters

position: Position de la porte qui fait 0 d'épaisseur et 2 de largeur, on veut donc les deux points qui sont les extremitées du segment.

(type=Tuple de 2 tuple de 2 entiers.)

link: Which rooms are linked by this door.

(type=Tuple of 2 integer.)

hasDoor: Permet de savoir si il y a une porte, si il y en a pas on dit que la porte est toujours ouverte.

(type=Booleen.)

Overrides: `object.__init__`

`isClosed(self)`

Renvoie vrai si la porte est fermee.

Return Value

Renvoie vrai si la porte est fermee.

(type=Booleen.)

getPosition (<i>self</i>)

getLink (<i>self</i>)

Renvoie les salles reliees par la porte.

Return Value

Retourne le tuple des salles reliees.

(*type=Tuple d'entiers correspondant aux salles dans la liste du vaisseau, donc ca commence a 0.*)

closeDoor (<i>self</i>)

Ferme la porte si il y en a une.

openDoor (<i>self</i>)

Ouvre la porte.

Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

4.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

5 Module drones

5.1 Functions

```
genDrone(nameDrone)
```

```
genCombatDrone(nameDrone)
```

5.2 Variables

Name	Description
tree	Value: ET.parse('ftl_drones_resources.xml')
root	Value: tree.getroot()
--package--	Value: None

5.3 Class Drone

```
object └─ drones.Drone
```

Known Subclasses: drones.CombatDrone, drones.DefensiveDrone

5.3.1 Methods

```
__init__(self, name, typeD, power, cost)  
x.__init__(...) initializes x; see help(type(x)) for signature  
Overrides: object.__init__ extit(inherited documentation)
```

```
__repr__(self)  
repr(x)  
Overrides: object.__repr__ extit(inherited documentation)
```

```
getName(self)
```

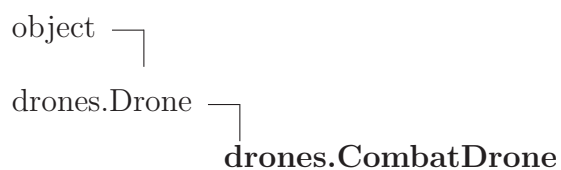
```
powerIt(self)
```

`unpowerIt(self)``isPowered(self)``getPower(self)``getCooldown(self)``setCooldown(self, val)``getType(self)`***Inherited from object***

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,
`__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

5.3.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

5.4 Class `CombatDrone`**5.4.1 Methods**

`__init__(self, name, power, cost, speed)`
`x.__init__(...)` initializes x; see `help(type(x))` for signature
 Overrides: `object.__init__` extit(inherited documentation)

`getSpeed(self)`

Inherited from `drones.Drone`(Section 5.3)

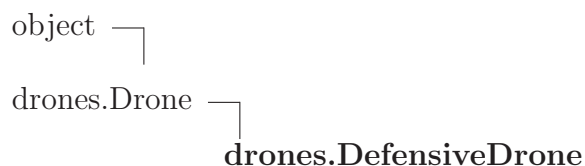
`__repr__()`, `getCooldown()`, `getName()`, `getPower()`, `getType()`, `isPowered()`, `powerIt()`, `setCooldown()`, `unpowerIt()`

Inherited from `object`

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

5.4.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

5.5 Class *DefensiveDrone***5.5.1 Methods*****Inherited from `drones.Drone`(Section 5.3)***

`__init__()`, `__repr__()`, `getCooldown()`, `getName()`, `getPower()`, `getType()`, `isPowered()`, `powerIt()`, `setCooldown()`, `unpowerIt()`

Inherited from `object`

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

5.5.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

6 Module globalVar

6.1 Variables

Name	Description
divisionTime	Value: 25
showShipState	Value: True
--package--	Value: None

7 Module room

7.1 Variables

Name	Description
<code>__package__</code>	Value: None
<code>divisionTime</code>	Value: 25
<code>showShipState</code>	Value: True

7.2 Class Room

object └─
 room.Room

Class which allow you to monitor each room.

7.2.1 Methods

<code>__init__</code> (<i>self</i> , <i>kw</i> , <i>nb</i> , <i>doors</i>)
<code>x.__init__</code> (...) initializes x; see <code>help(type(x))</code> for signature
Parameters
<i>kw</i> : List of the holes, their position and the tuple of the 2 rooms they link.
Overrides: <code>object.__init__</code>

<code>getCoords</code> (<i>self</i>)
Renvoie les coordonnees d'une salle
Return Value
liste de deux points

<code>getNbBoxes</code> (<i>self</i>)
Return the number of boxes that compose the room, normally only 2 or 4.
Return Value
Return the number of boxes composing the room. (<i>type=Integer.</i>)

```
getDoors(self)
```

```
setDoors(self, d)
```

```
getBreach(self)
```

Renvoie s'il y a une breche dans la coque

Return Value

Integer

```
doBreach(self)
```

```
repairBreach(self)
```

```
getFire(self)
```

Renvoie s'il y a du feu

Return Value

Integer

```
startFire(self)
```

```
extinguishFire(self)
```

```
getSystem(self)
```

Renvoie le nom du systeme present dans la salle.

Return Value

Return the name of the system that is in the room or False if there is no system. @rtype String or Boolean.

```
getNB(self)
```

```
getOxygen(self)
```

```
setOxygen(self, nb)
```

```
removeOxygen(self, nb)
```

```
addOxygen(self, nb)
```

cooldowns (<i>self, crew, system, listRooms</i>)

Fires, repair, borders...

crewTasks (<i>self, crew, system</i>)
--

The tasks crew members have to do each turn, like repair, extinguish fires...

Parameters

crew: List of the crew members of the entire ship.

<i>(type=List of objects of the class CrewMember.)</i>
--

system: System in the room.

<i>(type=Object of the class System, something else if there's no system.)</i>
--

dotsToCrew (<i>self, crew</i>)

Damages over time to the crewmen in the room, due to fire and suffocation.
--

Parameters

crew: List of the crew members of the entire ship.

<i>(type=List of objects of the class CrewMember.)</i>
--

testExtinction (<i>self</i>)

testBreachRepair (<i>self</i>)

expansionFire (<i>self, listRooms</i>)

expansionOxygen (<i>self, listRooms</i>)

Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__repr__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

7.2.2 Properties

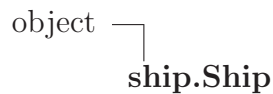
Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

8 Module ship

8.1 Variables

Name	Description
<code>__package__</code>	Value: None
<code>divisionTime</code>	Value: 25
<code>root</code>	Value: <code>tree.getroot()</code>
<code>showShipState</code>	Value: True
<code>tree</code>	Value: <code>ET.parse('ftl_drones_resources.xml')</code>

8.2 Class Ship



Class which modelize a ship Have : `-self.__life=life` `-self.__powerAvailable = maxPower` `-self.__missiles = missiles`

8.2.1 Methods

```
__init__(self, systems, listWeapons, rooms, nameShip, typeShip, listDrones,
life=30, maxPower=10, missiles=10, droneParts=6)
```

`x.__init__(...)` initializes x; see `help(type(x))` for signature

Parameters

systems: Dictionary in which the keys are the name of the systems and the value is the number of power that you can put in each.

(*type=Dictionary*)

Overrides: `object.__init__`

```
initGraph(self)
```

```
__repr__(self)
```

`repr(x)`

Overrides: `object.__repr__` `exitit`(inherited documentation)

degat(*self*, *nb*)

Do nb damages to the ship.

isCloaked(*self*)**getGraph**(*self*)**getFastestWay**(*self*)**setFastestWay**(*self*, *r*)**getHP**(*self*)

Get the health points of the ship.

Return Value

Return the health points of the ship.

*(type=Integer.)***getName**(*self*)**getID**(*self*)**getType**(*self*)**getCrew**(*self*)**setCrew**(*self*, *crew*)**setMissiles**(*self*, *val*)**setDroneParts**(*self*, *val*)**getMissiles**(*self*)**getDroneParts**(*self*)**getMaxPower**(*self*)

ko(*self*)

Return if the ship is dead or not.

hasSystem(*self*, *nameSystem*)

Permet de savoir si le vaisseau a tel systeme.

Parameters

nameSystem: Nom du systeme dont on veut savoir l'existence.

(*type=Nom en minuscule, en toute lettres, d'un systeme.*)

getSystems(*self*)**getSystem**(*self*, *nameSystem*)

Get the object corresponding to the system asked.

Parameters

nameSystem: Name of the system asked.

(*type=String.*)

Return Value

Return an object of the subclass of System, or return False if the ship don't have the system asked.

(*type=Object of subclass of System or Boolean.*)

getRooms(*self*)

Get the list of all the rooms of the ship. The index in the list correspond to the number of the room.

Return Value

Return the list of the rooms which are objects of the class Room.

(*type=List of Room class's objects.*)

getLvlCrewRoomSystem(*self*, *nameSystem*)

From the name of a system, it will return the highest lvl in this system of the crew member in the room of the system.

Return Value

Return the highest lvl of the crew members or -1 if there's nobody.

(*type=Integer.*)

getRoomSystem(*self*, *nameSystem*)

getPowerAvailable(*self*)

Get the number of power that is available/unused.

Return Value

Number of power available.

(*type=Integer.*)

setPowerAvailable(*self*, *nb=1*)

Set the number of available power.

Parameters

nb: Number to set of available power.

(*type=Positiv integer.*)

addPower(*self*, *nb*)

cooldowns(*self*)

Various cooldowns.

refillOxygen(*self*)

poweringSystems(*self*)

attackRoom(*self*, *weapon*, *indexRoom*)

Room is under attack.

Add xp to crew and manage the attack (damages to systems, start fire/breach, double damages to hull.

Parameters

weapon: Weapon used to do this single attack.

(*type=Object of the class Weapon.*)

indexRoom: Index in the list of rooms of the room attacked.

(*type=Integer between 0 and len(self.__weapons)-1.*)

attackBeam(*self*, *weapon*, *coord1*, *coord2*)

addXpCrew(*self*, *nameSystem*)

Add xp the crew for using certain systems.

Parameters

nameSystem: Name of the system where crew can get xp.
(type=String.)

squareOnLine(*self*, *square*, *coord1*, *coord2*)

Test if a square is intersected (even partially) by a line.

Parameters

square: Coordinates of the square, top left-hand corner and bottom right-hand corner.
(type=List of 2 lists of 2 integers.)

coord1: Coordinates of the first point of the line.
(type=List of 2 integers.)

coord2: Coordinates of the second point of the line.
(type=List of 2 integers.)

linesIntersect(*self*, *line1*, *line2*)

Test if two lines intersect.

Parameters

line1: List of a line in the plan.
(type=List of 2 lists of 2 integers.)

line2: List of a line in the plan.
(type=List of 2 lists of 2 integers.)

Return Value

True if the lines intersect, False else.
(type=Boolean.)

attackRoomCombatDrone(*self*, *drone*, *indexRoom*)

attackOpponent(*self*, *ship2*)

Use every weapons to attack the opponent's ship.

Parameters

ship2: The target of the attack.
(type=Object of the class Ship.)

ioniseIncoming (<i>self</i> , <i>indexRoom</i>)
--

tryUseCloaking (<i>self</i>)

This method is called each tick of the clock, check if there's the system for cloaking and it tries to activate the cloaking and do the cooldown of the system.

deactivateCloaking (<i>self</i>)

activateCloaking (<i>self</i>)

Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

8.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

8.2.3 Class Variables

Name	Description
ID	Value: 1

9 Module ships_layouts

9.1 Functions

genShip(*nameShip*='kestrel', *typeShip*='typeA')

Return the basic ship of a certain name and type.

Parameters

nameShip: Name of the ship you want.

(*type=String.*)

typeShip: Type of the ship you want.

(*type=String.*)

Return Value

Return the starter ship.

(*type=Object of the class Ship.*)

listString2listInt(*l*)

Transcript a list of integers in strings into a list of integers.

Parameters

l: List of the integers written in strings.

(*type=List of strings.*)

Return Value

Return a list of integers.

(*type=List of integers.*)

9.2 Variables

Name	Description
tree	Value: ET.parse('ftl_ships_layouts.xml')
root	Value: tree.getroot()
__package__	Value: None
divisionTime	Value: 25
showShipState	Value: True

10 Module systems

10.1 Variables

Name	Description
<code>__package__</code>	Value: None
<code>divisionTime</code>	Value: 25
<code>showShipState</code>	Value: True

10.2 Class System



Known Subclasses: `systems.BackupBattery`, `systems.Cloaking`, `systems.CloneBay`, `systems.CrewTeleporter`, `systems.DoorSystem`, `systems.DroneControl`, `systems.Engines`, `systems.Hacking`, `systems.Medbay`, `systems.MindControl`, `systems.Oxygen`, `systems.Piloting`, `systems.Sensors`, `systems.Shields`, `systems.WeaponControl`

Class which operate a system that is in a room of the ship.

10.2.1 Methods

```
__init__(self, name, ship, maxPower=1, maxPowerMax=4)
```

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit`(inherited documentation)

```
__repr__(self)
```

`repr(x)`

Overrides: `object.__repr__` `exitit`(inherited documentation)

```
getPowerIonised(self)
```

```
setPowerIonised(self, val)
```

```
getCooldownIon(self)
```

```
setCooldownIon(self, val)
```

```
getCooldownIonDone(self)
```

```
setCooldownIonDone(self, val)
```

```
getShip(self)
```

```
getMaxPowerMax(self)
```

```
getPowerInIt(self)
```

```
setPowerInIt(self, nb)
```

```
getCurrentMaxPower(self)
```

Get the maximum of power you can put a the moment.

```
setCurrentMaxPower(self, nb)
```

```
getMaxPower(self)
```

```
getName(self)
```

```
getNameAbbreviation(self)
```

```
getDots(self)
```

```
setDots(self, nb)
```

```
getRepair(self)
```

```
setRepair(self, nb)
```

```
isIonised(self)
```

addPower(*self*, *nb*=1)

Add power to the system.

Parameters

nb: Number of power to add.
(*type=Integer.*)

upgradeMaxPower(*self*)

Upgrade of 1 the maximum of power you can put in your system.

Return Value

Return True if it actually upgraded the maximum.
(*type=Boolean.*)

doDamages(*self*, *damages*=1)

Return Value

Return is the damages changed something.
(*type=Boolean.*)

ionise(*self*)

Manage the ion attack of a system.

<http://www.ftlgame.com/forum/viewtopic.php?f=7&t=21942> Explanation of the ions.

cooldownIon(*self*)

At every tick of the clock it should be called and it manages the cooldown of the ionisation of the system.

reparation(*self*, *crew*)

At every tick of the clock every crewman repair the system.

This function is called only if there is at least one crewman to repair the system (if not, it won't work), it add xp when it should.

Parameters

crew: List of the crew members in the room of the system.
(*type=List of objects of the class CrewMember.*)

dotFire(*self*, *nbFires*)

At every tick of the clock, every fire do damages to the system.

This function manage the dots and do true damages when there has been enough dots.

Parameters

nbFires: Number of fires in the room.
(*type=Integer.*)

explode(*self*)

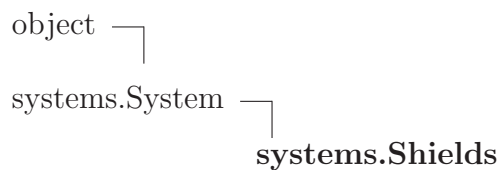
Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.2.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

10.3 Class Shields



10.3.1 Methods

__init__(*self*, *ship*, *maxPower=1*)

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` extit(inherited documentation)

getLayers(*self*)

incomingDamages (<i>self</i> , <i>typeOfWeapon</i>)
--

Try block the damages and say if it did it.

Return Value

Return True if it blocked the damages.
--

(<i>type=Boolean.</i>)

cooldownLayer (<i>self</i> , <i>lvlCrew</i>)

At every tick of the clock it recharge the shield's layers if they're not at max.

Parameters

lvlCrew: Maximum level of the eventual multiple crew members. -1 if there's no crewman.
--

(<i>type=Integer.</i>)

ionise (<i>self</i>)

Manage the ion attack of a system.

http://www.ftlgame.com/forum/viewtopic.php?f=7&t=21942 Explanation of the ions.
--

Overrides: <code>systems.System.ionise</code>

Inherited from `systems.System`(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

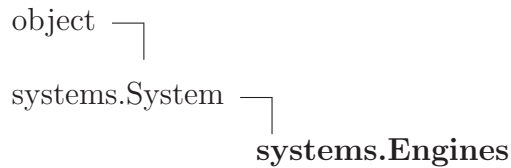
Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.3.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

10.4 Class Engines



10.4.1 Methods

`__init__(self, ship, maxPower)`

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `extit`(inherited documentation)

`incomingDamages(self, lvlCrewWeaponControl, lvlCrewPiloting, powerPiloting=1)`

Parameters

`lvlCrewPiloting`: Lvl in piloting of the member of the crew in it, value of -1 if the room is unmanned.

(*type=Integer.*)

`powerPiloting`: Number of power put in the piloting system.

(*type=Integer.*)

Return Value

Return True if the damages are dodged.

(*type=Boolean.*)

Inherited from `systems.System`(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

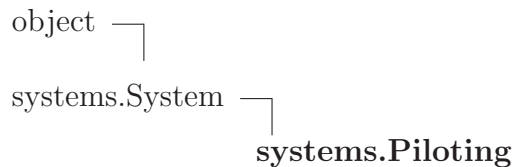
Inherited from `object`

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.4.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

10.5 Class Piloting



10.5.1 Methods

<code>__init__(self, ship, maxPower=1)</code> <code>x.__init__(...)</code> initializes x; see <code>help(type(x))</code> for signature Overrides: <code>object.__init__</code> <code>extit</code> (inherited documentation)

Inherited from systems.System(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

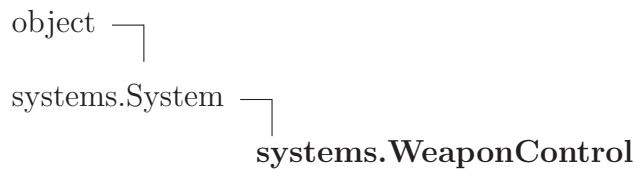
Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.5.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

10.6 Class `WeaponControl`



10.6.1 Methods

`__init__(self, ship, maxPower=1, maxWeapons=4)`

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` extit(inherited documentation)

`getNameAbbreviation(self)`

Overrides: `systems.System.getNameAbbreviation`

`getWeapons(self)`

`addWeapon(self, weapon)`

Add a weapon to the dock.

Parameters

`weapon`: Weapon of the class `Weapon`.

(*type=Object of the class `Weapon`.*)

Return Value

Return `True` if it could add the weapon.

(*type=Boolean.*)

`powerWeapon(self, indexWeapon)`

Power a weapon if it possible.

Check if there is enough power available, if the weapon isn't already powered and if you can put more power into the weapon control.

Parameters

`indexWeapon`: The index of the weapon in the list of weapons.

(*type=Integer.*)

unpowerWeapon(*self*, *indexWeapon*)

Unpower a weapon.

Check if the weapon is powered.

Parameters

indexWeapon: The index of the weapon in the list of weapons.
(*type=Integer.*)

Return Value

Return the power to add to the available power of the ship.
(*type=Integer.*)

cooldownWeapons(*self*, *lvlCrew*)

At every tick of the clock, it recharge the weapons that are powered.

Parameters

lvlCrew: Lvl in weapons of a crew member in the room containing the weapon control system, -1 if there is no crew member.
(*type=Integer.*)

useWeapon(*self*, *indexWeapon*, *ship2*)

Use a weapon against the opposite ship.

Parameters

indexWeapon: The index of the weapon in the list of weapons.
(*type=Integer.*)

doDamages(*self*, *damages=1*)**Return Value**

Return is the damages changed something.
(*type=Boolean.*)

Overrides: `systems.System.doDamages`**testUnpowerWeapons**(*self*)

Unpower weapons if there is not enough power.

weaponHasBeenUsed(*self*)

cooldownIon(*self*)

At every tick of the clock it should be called and it manages the cooldown of the ionisation of the system.

Overrides: systems.System.cooldownIon

ionise(*self*)

Manage the ion attack of a system.

<http://www.ftlgame.com/forum/viewtopic.php?f=7&t=21942> Explanation of the ions.

Overrides: systems.System.ionise

Inherited from systems.System(Section 10.2)

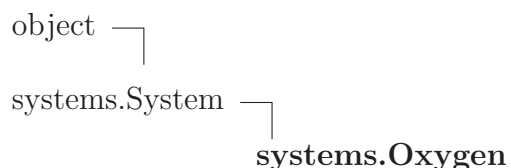
__repr__(), addPower(), dotFire(), explode(), getCooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), getMaxPower(), getMaxPowerMax(), getName(), getPowerInIt(), getPowerIonised(), getRepair(), getShip(), isIonised(), reparation(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

10.6.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

10.7 Class Oxygen

10.7.1 Methods

`__init__(self, ship, maxPower=1)`
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature
 Overrides: `object.__init__` extit(inherited documentation)

Inherited from `systems.System`(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

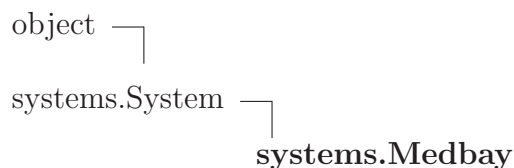
Inherited from `object`

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.7.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

10.8 Class Medbay



10.8.1 Methods

`__init__(self, ship, maxPower=1)`
`x.__init__(...)` initializes `x`; see `help(type(x))` for signature
 Overrides: `object.__init__` extit(inherited documentation)

<code>amountHealPerSecond(self)</code>
--

Inherited from `systems.System`(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

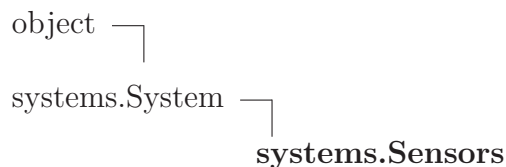
Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.8.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

10.9 Class Sensors



10.9.1 Methods

<code>__init__(self, ship, maxPower=1)</code> <code>x.__init__(...)</code> initializes x; see <code>help(type(x))</code> for signature Overrides: <code>object.__init__</code> extit(inherited documentation)

Inherited from `systems.System`(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPow-`

erInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), reparation(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

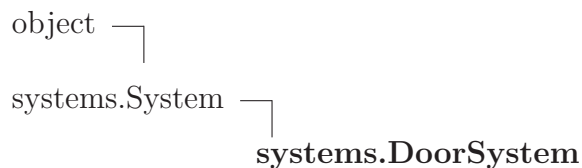
Inherited from object

`--delattr--()`, `--format--()`, `--getattr--()`, `--hash--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

10.9.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

10.10 Class DoorSystem



10.10.1 Methods

<code>--init--(self, ship, maxPower=1)</code> <code>x.__init__(...)</code> initializes x; see <code>help(type(x))</code> for signature Overrides: <code>object.__init__</code> extit(inherited documentation)
<code>getNameAbbreviation(self)</code> Overrides: <code>systems.System.getNameAbbreviation</code>

Inherited from systems.System(Section 10.2)

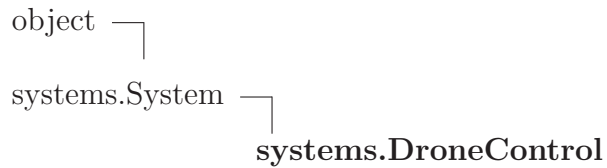
`--repr--()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`,
`__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.10.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

10.11 Class DroneControl**10.11.1 Methods**

`__init__(self, ship, maxPower=1, maxDrones=3)`
`x.__init__(...)` initializes x; see `help(type(x))` for signature
 Overrides: `object.__init__` extit(inherited documentation)

`getNameAbbreviation(self)`
 Overrides: `systems.System.getNameAbbreviation`

`getDrones(self)`

`addDrone(self, drone)`

`powerDrone(self, indexDrone)`

`cooldownDrones(self)`

`useDrone(self, indexDrone, ship2)`

doDamages(*self*, *damages=1*)

Return Value

Return is the damages changed something.

(*type=Boolean.*)

Overrides: systems.System.doDamages

testUnpowerDrones(*self*)

Unpower weapons if there is not enough power.

cooldownIon(*self*)

At every tick of the clock it should be called and it manages the cooldown of the ionisation of the system.

Overrides: systems.System.cooldownIon

ionise(*self*)

Manage the ion attack of a system.

<http://www.ftlgame.com/forum/viewtopic.php?f=7&t=21942> Explanation of the ions.

Overrides: systems.System.ionise

Inherited from systems.System(Section 10.2)

`__repr__()`, `addPower()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.11.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

10.12 Class BackupBattery



10.12.1 Methods

`__init__(self, ship, maxPower=1)`

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit`(inherited documentation)

`getNameAbbreviation(self)`

Overrides: `systems.System.getNameAbbreviation`

Inherited from `systems.System`(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

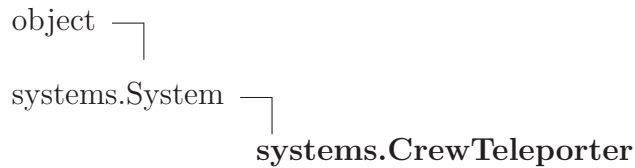
Inherited from `object`

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.12.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

10.13 Class CrewTeleporter



10.13.1 Methods

`__init__(self, ship, maxPower=1)`

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `extit`(inherited documentation)

`getNameAbbreviation(self)`

Overrides: `systems.System.getNameAbbreviation`

Inherited from `systems.System`(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

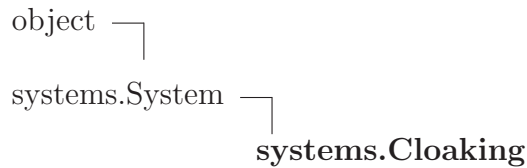
Inherited from `object`

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.13.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>__class__</code>	

10.14 Class Cloaking



10.14.1 Methods

`__init__(self, ship, maxPower=1)`

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `extit`(inherited documentation)

`isUsed(self)`

`getTimesIonised(self)`

`cooldownCloaking(self)`

`generalCooldown(self)`

`ionisedCloaking(self)`

`useCloaking(self)`

`weaponIsUsed(self)`

Inherited from `systems.System`(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

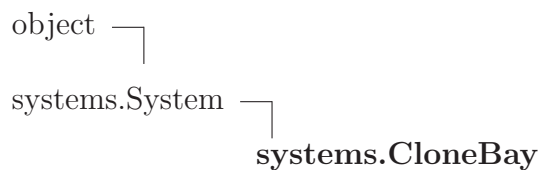
Inherited from `object`

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.14.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>__class__</code>	

10.15 Class CloneBay



10.15.1 Methods

`__init__(self, ship, maxPower=1)`

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` `extit`(inherited documentation)

`getDeadCrew(self)`

`addDeadCrew(self, crewman)`

`cooldownRevive(self)`

`reviveCrewMember(self, crewman)`

Inherited from systems.System(Section 10.2)

`__repr__()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

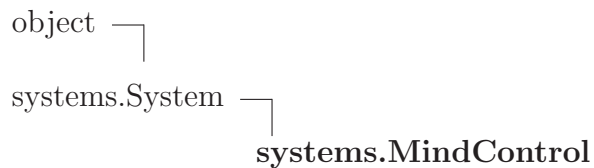
Inherited from object

`__delattr__()`, `__format__()`, `__getattr__()`, `__hash__()`, `__new__()`, `__reduce__()`, `__reduce_ex__()`, `__setattr__()`, `__sizeof__()`, `__str__()`, `__subclasshook__()`

10.15.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

10.16 Class MindControl



10.16.1 Methods

`--init--(self, ship, maxPower=1)`
`x.__init__(...)` initializes x; see `help(type(x))` for signature
 Overrides: `object.__init__` `exitit` (inherited documentation)

`getNameAbbreviation(self)`
 Overrides: `systems.System.getNameAbbreviation`

Inherited from systems.System(Section 10.2)

`--repr--()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

Inherited from object

`--delattr--()`, `--format--()`, `--getattr--()`, `--hash--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

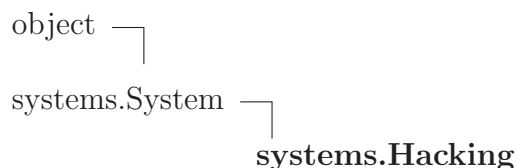
10.16.2 Properties

Name	Description
<i>Inherited from object</i>	

continued on next page

Name	Description
<code>--class--</code>	

10.17 Class Hacking



10.17.1 Methods

<code>--init--</code> (<i>self</i> , <i>ship</i> , <i>maxPower</i> =1) <code>x.__init__(...)</code> initializes <code>x</code> ; see <code>help(type(x))</code> for signature Overrides: <code>object.__init__</code> <code>extit</code> (inherited documentation)
--

Inherited from `systems.System`(Section 10.2)

`--repr--()`, `addPower()`, `cooldownIon()`, `doDamages()`, `dotFire()`, `explode()`, `getCooldownIon()`, `getCooldownIonDone()`, `getCurrentMaxPower()`, `getDots()`, `getMaxPower()`, `getMaxPowerMax()`, `getName()`, `getNameAbbreviation()`, `getPowerInIt()`, `getPowerIonised()`, `getRepair()`, `getShip()`, `ionise()`, `isIonised()`, `reparation()`, `setCooldownIon()`, `setCooldownIonDone()`, `setCurrentMaxPower()`, `setDots()`, `setPowerInIt()`, `setPowerIonised()`, `setRepair()`, `upgradeMaxPower()`

Inherited from `object`

`--delattr--()`, `--format--()`, `--getattr--()`, `--hash--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`, `--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

10.17.2 Properties

Name	Description
<i>Inherited from <code>object</code></i>	
<code>--class--</code>	

11 Module `test_combats`

11.1 Functions

<code>nfight(<i>n</i>)</code>
n fights of 2 Kestrel A

<code>oneEqualFight()</code>
1 fight between 2 Kestrel =

<code>oneInequalFight()</code>

12 Module tournament_test

12.1 Functions

generation()

12.2 Variables

Name	Description
t1	Value: time()
n	Value: 1
ship1Won	Value: 0
ship2Won	Value: 0
ship3Won	Value: 0
ship4Won	Value: 0
ship5Won	Value: 0
ship6Won	Value: 0
t2	Value: time()

13 Module *weapon_module_WIP*

Module which import and modelize the weapons.

13.1 Functions

<code>genMissile(<i>missileType</i>)</code>

<code>genBeam(<i>beamType</i>)</code>

<code>genLaser(<i>laserType</i>)</code>

<code>genIon(<i>ionType</i>)</code>

<code>genWeapon(<i>nameWeapon</i>)</code>

13.2 Variables

Name	Description
tree	Value: ET.parse('ftl_weapon_resource.xml')
root	Value: tree.getroot()
__package__	Value: None

13.3 Class *Weapon*

object — **weapon_module_WIP.Weapon**

Known Subclasses: *weapon_module_WIP.Beam*, *weapon_module_WIP.Ion*, *weapon_module_WIP.Laser*, *weapon_module_WIP.Missile*

13.3.1 Methods

```
__init__(self, name, damage=0, power=0, cooldown=0, cost=0, hits=1,  
fire=0.0, breach=0.0, stun=0.0, type Weapon='whatever', powered=False)
```

x.**__init__**(...) initializes *x*; see `help(type(x))` for signature

Overrides: `object.__init__` `exitit`(inherited documentation)

```
__repr__(self)
```

`repr(x)`

Overrides: `object.__repr__` `exitit`(inherited documentation)

```
getName(self)
```

```
getType(self)
```

```
getDamage(self)
```

```
getPower(self)
```

```
getCooldown(self)
```

```
getCurrentCooldown(self)
```

```
setCurrentCooldown(self, nb)
```

```
getCost(self)
```

```
getHits(self)
```

```
getFireChance(self)
```

```
getBreachChance(self)
```

```
getStunChance(self)
```

```
isPowered(self)
```

powerIt(*self*)

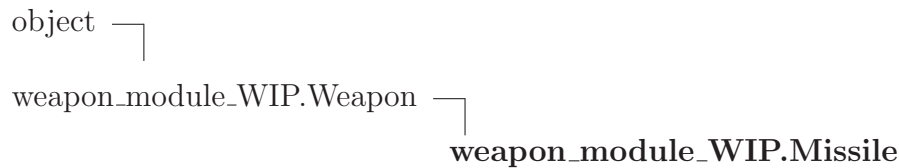
unpowerIt(*self*)

Inherited from object

`--delattr--()`, `--format--()`, `--getattr--()`, `--hash--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`,
`--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

13.3.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

13.4 Class Missile**13.4.1 Methods**

`--init--()`*(self, name, damage=0, power=0, cooldown=0, cost=0, hits=1, fire=0.0, breach=0.0, stun=0.0)*

`x.__init__(...)` initializes x; see `help(type(x))` for signature

Overrides: `object.__init__` `extit`(inherited documentation)

Inherited from weapon_module_WIP.Weapon(Section 13.3)

`--repr--()`, `getBreachChance()`, `getCooldown()`, `getCost()`, `getCurrentCooldown()`,
`getDamage()`, `getFireChance()`, `getHits()`, `getName()`, `getPower()`, `getStunChance()`,
`getType()`, `isPowered()`, `powerIt()`, `setCurrentCooldown()`, `unpowerIt()`

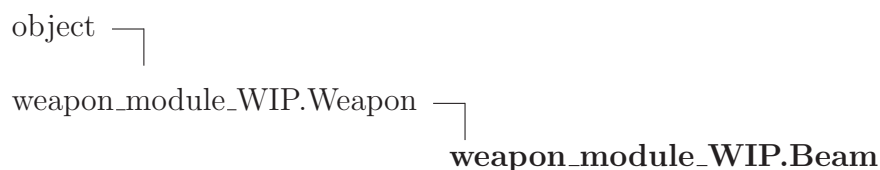
Inherited from object

`--delattr--()`, `--format--()`, `--getattr--()`, `--hash--()`, `--new--()`, `--reduce--()`, `--reduce_ex--()`,
`--setattr--()`, `--sizeof--()`, `--str--()`, `--subclasshook--()`

13.4.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

13.5 Class Beam



13.5.1 Methods

```
--init__(self, name, damage=0, power=0, cooldown=0, cost=0, hits=1,
fire=0.0, breach=0.0, stun=0.0, beamLength=0)
```

`x.__init__(...)` initializes `x`; see `help(type(x))` for signature

Overrides: `object.__init__` extit(inherited documentation)

```
getBeamLength(self)
```

Inherited from weapon_module_WIP.Weapon(Section 13.3)

`--repr__()`, `getBreachChance()`, `getCooldown()`, `getCost()`, `getCurrentCooldown()`,
`getDamage()`, `getFireChance()`, `getHits()`, `getName()`, `getPower()`, `getStunChance()`,
`getType()`, `isPowered()`, `powerIt()`, `setCurrentCooldown()`, `unpowerIt()`

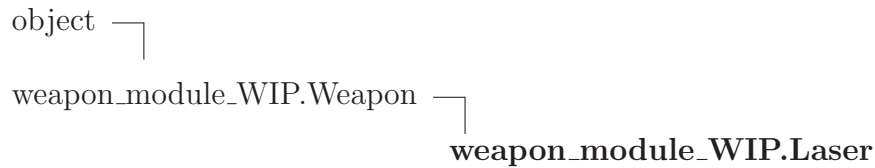
Inherited from object

`--delattr__()`, `--format__()`, `--getattr__()`, `--hash__()`, `--new__()`, `--reduce__()`, `--reduce_ex__()`,
`--setattr__()`, `--sizeof__()`, `--str__()`, `--subclasshook__()`

13.5.2 Properties

Name	Description
<i>Inherited from object</i>	
<code>--class--</code>	

13.6 Class Laser



13.6.1 Methods

```
__init__(self, name, damage=0, power=0, cooldown=0, cost=0, hits=1,
fire=0.0, breach=0.0, stun=0.0, speed=0)
```

x.__init__(...) initializes x; see help(type(x)) for signature

Overrides: object.__init__ extit(inherited documentation)

```
getSpeed(self)
```

Inherited from weapon_module_WIP.Weapon(Section 13.3)

__repr__(), getBreachChance(), getCooldown(), getCost(), getCurrentCooldown(),
getDamage(), getFireChance(), getHits(), getName(), getPower(), getStunChance(),
getType(), isPowered(), powerIt(), setCurrentCooldown(), unpowerIt()

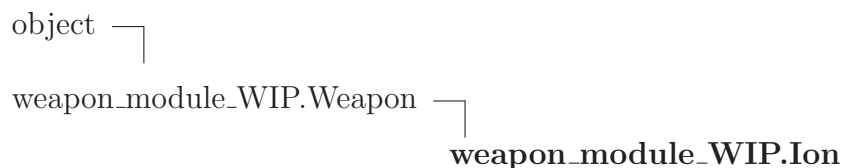
Inherited from object

__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__setattr__(), __sizeof__(), __str__(), __subclasshook__()

13.6.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

13.7 Class Ion



13.7.1 Methods

```
__init__(self, name, damage=0, power=0, cooldown=0, cost=0, hits=1,
fire=0.0, breach=0.0, stun=0.0, speed=0)
```

x.__init__(...) initializes x; see help(type(x)) for signature

Overrides: object.__init__ extit(inherited documentation)

```
getSpeed(self)
```

Inherited from weapon_module_WIP.Weapon(Section 13.3)

```
__repr__(), getBreachChance(), getCooldown(), getCost(), getCurrentCooldown(),
getDamage(), getFireChance(), getHits(), getName(), getPower(), getStunChance(),
getType(), isPowered(), powerIt(), setCurrentCooldown(), unpowerIt()
```

Inherited from object

```
__delattr__(), __format__(), __getattr__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(),
__setattr__(), __sizeof__(), __str__(), __subclasshook__()
```

13.7.2 Properties

Name	Description
<i>Inherited from object</i>	
__class__	

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