API Documentation

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December 6, 2014

Contents

1 Module combat

1.1 Functions

combat(*ship1, ship2*)

Do a battle between two ships.

Parameters

ship1: A ship built with the class Ship.

(type=Object of class Ship.)

ship2: A ship built with the class Ship.

(type=Object of class Ship.)

1.2 Variables

Name	Description
__package__	**Value:** None

2 Module crewMember

2.1 Variables

Name	Description
__package__	**Value:** `None`
divisionTime	**Value:** `25`
showShipState	**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__ extit(inherited documentation)

---

getLvlPiloting(*self*)

---

getLvlEngines(*self*)

---

getLvlShields(*self*)

---

getLvlWeaponControl(*self*)

---

getLvlRepair(*self*)

---

getLvlCombat(*self*)

getRace(*self*)

getRoom(*self*)

setRoom(*self*, *room*)

getHP(*self*)

getPosition(*self*)

isInMovement(*self*)

goToRoom(*self*, *nb*)

setInMovement(*self*, *nb*, *coords*)

getRoomGoal(*self*)

getCoordsGoal(*self*)

---

movementAI(*self*)

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

---

manningPointsAI(*self*, *room*)

Evaluate the importance of manning the system in the room.

Parameters
    room: Room where is the system that we want to evaluate.

        (type=Object of the class Room.)

Return Value
    The points associated with the importance of manning the system.

    (type=Integer.)

---

continueMovement(*self*)

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

---

determineFastestWay(*self*, *graph*, *position*, *currentRoom*)

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

fastestWay(*self*, *graph*, *position*, *currentRoom*)

---

moveTo(*self*, *goal*)

---

getPercentageRepair(*self*)

Percentage of repair done per real second.

---

getPercentageExtinction(*self*)

Percentage of extinction of fire per real second.

---

doDamages(*self*, *nb*)

---

fireDamages(*self*, *nbFires*)

---

suffocation(*self*)

---

isDead(*self*)

---

getDamages(*self*)

---

getMovement(*self*)

---

addXpPiloting(*self*)

---

addXpEngines(*self*)

---

addXpShields(*self*)

---

addXpWeaponControl(*self*)

---

addXpRepair(*self*)

---

addXpCombat(*self*)

---

loseExperience(*self*, *percentage*)

Inherited from object

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

2.2.2 Properties

Name	Description
Inherited from object	
__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
__package__	**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__ extit(inherited documentation)

__repr__(*self*)

repr(x)

Overrides: object.__repr__ extit(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
Inherited from object	
__class__	

3.3.3 Class Variables

Name	Description
Inherited from list	
__hash__	

4   Module door

4.1   Variables

Name	Description
__package__	**Value:** None

4.2   Class Door

object ⌐

   door.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'epaisseur et 2 de largeur, on veut donc les deux points qui sont les extremitees 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(*self*)

---

getLink(*self*)

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(*self*)

Ferme la porte si il y en a une.

---

openDoor(*self*)

Ouvre la porte.

Inherited from object

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

4.2.2 Properties

Name	Description
Inherited from object	
__class__	

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__(), __getattribute__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

5.3.2   Properties

Name	Description
Inherited from object	
__class__	

5.4   Class CombatDrone

object ┐

drones.Drone ┐

       drones.CombatDrone
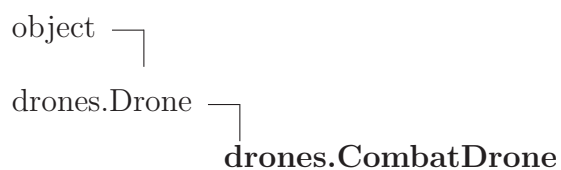
5.4.1   Methods

__init__(*self, name, power, cost, speed*)

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

Overrides: object.__init__ extit(inherited documentation)

getSpeed(*self*)
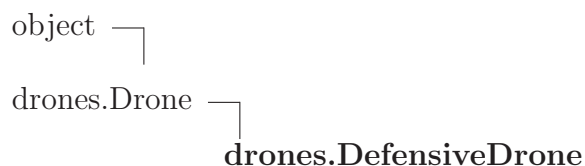
Inherited from drones.Drone(Section 5.3)

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

Inherited from object

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

5.4.2 Properties

Name	Description
Inherited from object	
__class__	

5.5 Class DefensiveDrone

object ⌐

drones.Drone ⌐

                  drones.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__(), __getattribute__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

5.5.2 Properties

Name	Description
Inherited from object	
__class__	

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
__package__	**Value:** None
divisionTime	**Value:** 25
showShipState	**Value:** True

7.2 Class Room

object ─┐
      room.Room

Class which allow you to monitor each room.

7.2.1 Methods

__**init**__(*self, kw, nb, doors*)

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

Parameters
    kw: List of the holes, their position and the tuple of the 2 rooms
        they link.

Overrides: object.__init__

---

getCoords(*self*)

Renvoie les coordonnees d'une salle

Return Value
    liste de deux points

---

getNbBoxes(*self*)

Return the number of boxes that compose the room, normally only 2 or 4.

Return Value
    Return the number of boxes composing the room.

    (type=Integer.)

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(*self, crew, system, listRooms*)

Fires, repair, boarders...

---

crewTasks(*self, crew, system*)

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

Parameters
> `crew`: List of the crew members of the entire ship.
>
> > *(type=List of objects of the class CrewMember.)*
>
> `system`: System in the room.
>
> > *(type=Object of the class System, something else if there's no system.)*

---

dotsToCrew(*self, crew*)

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.
>
> > *(type=List of objects of the class CrewMember.)*

---

testExtinction(*self*)

---

testBreachRepair(*self*)

---

expansionFire(*self, listRooms*)

---

expansionOxygen(*self, listRooms*)

Inherited from object

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

7.2.2   Properties

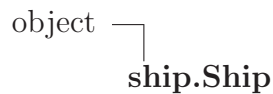| Name	Description
Inherited from object	
__class__	

8 Module ship

8.1 Variables

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

8.2 Class Ship

object ⌐
      ship.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__ extit(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(*self, indexRoom*)

tryUseCloaking(*self*)
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(*self*)

activateCloaking(*self*)

Inherited from object

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

8.2.2 Properties

Name	Description
Inherited from object	
__class__	

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
__package__	**Value:** `None`
divisionTime	**Value:** `25`
showShipState	**Value:** `True`

10.2 Class System

object ┐
        systems.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 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__ extit(inherited documentation)

__**repr**__(*self*)

repr(x)

Overrides: object.__repr__ extit(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.
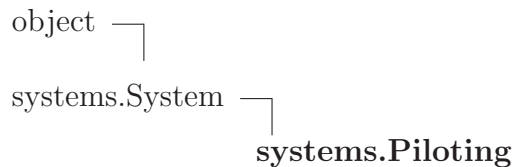
        (type=Integer.)

explode(*self*)

Inherited from object

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

10.2.2   Properties

Name	Description
Inherited from object	
__class__	

10.3   Class Shields

object ⌐

systems.System ⌐

          systems.Shields
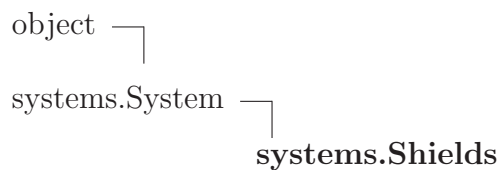
10.3.1   Methods

__**init**__(*self*, *ship*, *maxPower*=1)

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

Overrides: object.__init__ extit(inherited documentation)

getLayers(*self*)

---

incomingDamages(*self*, *typeOfWeapon*)

Try block the damages and say if it did it.

Return Value
    Return True if it blocked the damages.

   (type=Boolean.)

---

cooldownLayer(*self*, *lvlCrew*)

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.

       (type=Integer.)

---

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

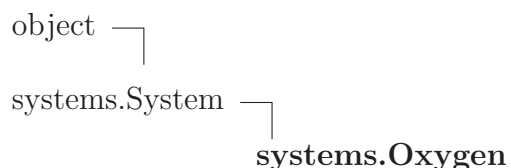### Inherited from systems.System(Section 10.2)

__repr__(), addPower(), cooldownIon(), doDamages(), dotFire(), explode(), get-
CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-
MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-
erInIt(), getPowerIonised(), getRepair(), getShip(), isIonised(), reparation(), set-
CooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPow-
erInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.3.2 Properties

Name	Description
Inherited from object	
__class__	

10.4   Class Engines

object ⌐

systems.System ⌐

systems.Engines
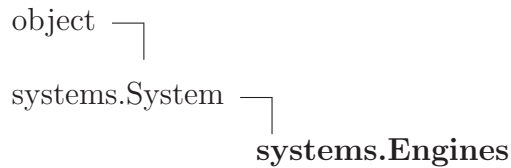
10.4.1   Methods

__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(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-erInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), repara-tion(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.4.2 Properties

Name	Description
Inherited from object	
‗‗class‗‗	

10.5 Class Piloting

object ⌐

systems.System ⌐

               systems.Piloting

10.5.1 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(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-erInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), repara-tion(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object
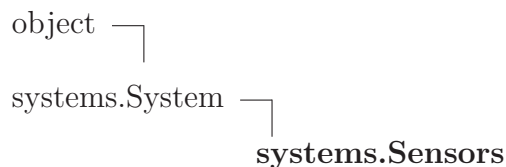
‗‗delattr‗‗(), ‗‗format‗‗(), ‗‗getattribute‗‗(), ‗‗hash‗‗(), ‗‗new‗‗(), ‗‗reduce‗‗(), ‗‗reduce_ex‗‗(), ‗‗setattr‗‗(), ‗‗sizeof‗‗(), ‗‗str‗‗(), ‗‗subclasshook‗‗()

10.5.2 Properties

Name	Description
Inherited from object	
‗‗class‗‗	

10.6   Class WeaponControl

object ─┐

systems.System ─┐

systems.WeaponControl
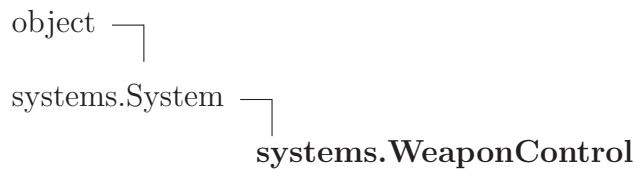
10.6.1   Methods

__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(), getCooldownIon-Done(), getCurrentMaxPower(), getDots(), getMaxPower(), getMaxPowerMax(), getName(), getPowerInIt(), getPowerIonised(), getRepair(), getShip(), isIonised(), reparation(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.6.2   Properties

Name	Description
Inherited from object	
__class__	

10.7   Class Oxygen

object ─┐

systems.System ─┐

         systems.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(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-erInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), repara-tion(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object
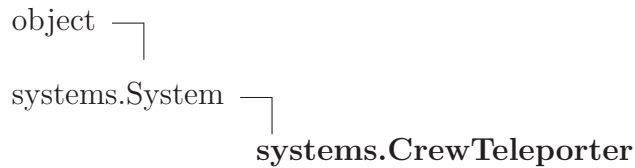
__delattr__(), __format__(), __getattribute__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

10.7.2 Properties

Name	Description
Inherited from object	
__class__	

10.8 Class Medbay

object ⌐

systems.System ⌐

      systems.Medbay
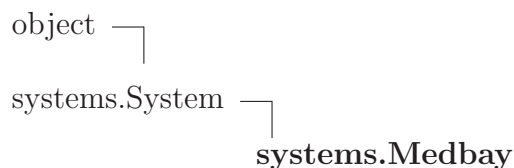
10.8.1 Methods

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

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

Overrides: object.__init__ extit(inherited documentation)

---
amountHealPerSecond(*self*)

Inherited from systems.System(Section 10.2)

__repr__(), addPower(), cooldownIon(), doDamages(), dotFire(), explode(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-erInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), repara-tion(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.8.2   Properties

Name	Description
Inherited from object	
__class__	

10.9   Class Sensors

object ⌐

systems.System ⌐

systems.Sensors

10.9.1   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(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-

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

Inherited from object

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

10.9.2 Properties

Name	Description
Inherited from object	
__class__	

10.10   Class DoorSystem

object ⌐

systems.System ⌐

systems.DoorSystem

10.10.1 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()
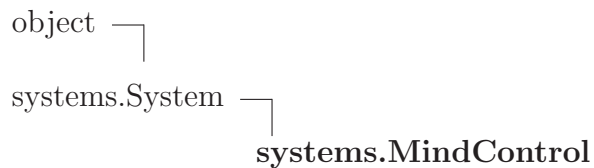
Inherited from object

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

10.10.2 Properties

Name	Description
Inherited from object	
__class__	

10.11   Class DroneControl

object ─┐

systems.System ─┐

systems.DroneControl
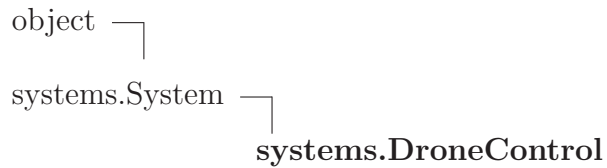
10.11.1   Methods

__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(), getCooldownIon-Done(), getCurrentMaxPower(), getDots(), getMaxPower(), getMaxPowerMax(), getName(), getPowerInIt(), getPowerIonised(), getRepair(), getShip(), isIonised(), reparation(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.11.2   Properties

Name	Description
Inherited from object	
__class__	

10.12 Class BackupBattery

object ⌐

systems.System ⌐

systems.BackupBattery

10.12.1 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(), get-Cooldown Ion(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getPowerInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), reparation(), setCooldownIon(), set-CooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.12.2 Properties

Name	Description
Inherited from object	
__class__	

10.13 Class CrewTeleporter

object ─┐

systems.System ─┐

systems.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(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getPowerInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), reparation(), setCooldownIon(), set-CooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowe-rIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.13.2 Properties

Name	Description
Inherited from object	
__class__	

10.14   Class Cloaking

object ⌐

systems.System ⌐

                 systems.Cloaking
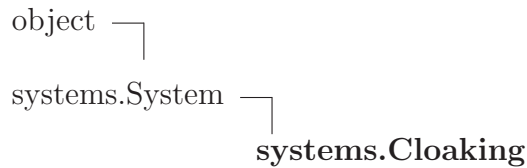
10.14.1   Methods

__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(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-erInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), repara-tion(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()
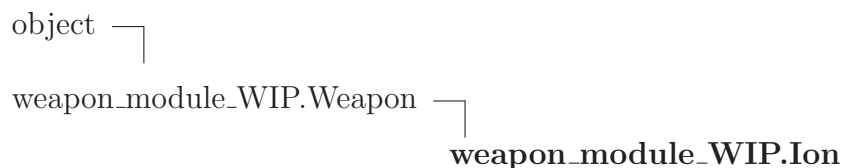
Inherited from object

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

10.14.2 Properties

Name	Description
Inherited from object	
__class__	

10.15 Class CloneBay

object ─┐

systems.System ─┐

systems.CloneBay
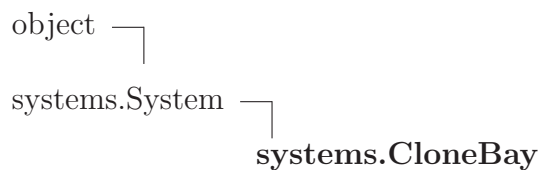
10.15.1 Methods

__**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(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-erInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), repara-tion(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.15.2   Properties

Name	Description
Inherited from object	
__class__	

10.16   Class MindControl

object ─┐

systems.System ─┐

                systems.MindControl

10.16.1   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(), get-
CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-
MaxPower(), getMaxPowerMax(), getName(), getPowerInIt(), getPowerIonised(),
getRepair(), getShip(), ionise(), isIonised(), reparation(), setCooldownIon(), set-
CooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowe-
rIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.16.2   Properties

Name	Description
Inherited from object	

Name	Description
__class__	

10.17   Class Hacking

object ┐

systems.System ┐

　　　　　systems.Hacking

10.17.1   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(), get-CooldownIon(), getCooldownIonDone(), getCurrentMaxPower(), getDots(), get-MaxPower(), getMaxPowerMax(), getName(), getNameAbbreviation(), getPow-erInIt(), getPowerIonised(), getRepair(), getShip(), ionise(), isIonised(), repara-tion(), setCooldownIon(), setCooldownIonDone(), setCurrentMaxPower(), setDots(), setPowerInIt(), setPowerIonised(), setRepair(), upgradeMaxPower()

Inherited from object

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

10.17.2   Properties

Name	Description
Inherited from object	
__class__	

11 Module test_combats

11.1 Functions

nfight(n)
n fights of 2 Kestrel A

oneEqualFight()
1 fight between 2 Kestrel =

oneInequalFight()

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

genMissile(*missileType*)

genBeam(*beamType*)

genLaser(*laserType*)

genIon(*ionType*)

genWeapon(*nameWeapon*)

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, *typeWeapon*='whatever', *powered*=False)

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*)

---

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__(), __getattribute__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

13.3.2 Properties

Name	Description
Inherited from object	
__class__	

13.4 Class Missile

object ┐

weapon_module_WIP.Weapon ┐

                           weapon_module_WIP.Missile
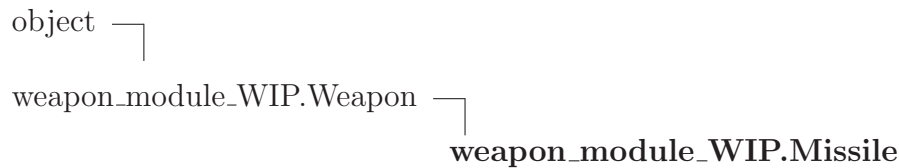
13.4.1 Methods

__**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__(), __getattribute__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

13.4.2 Properties

Name	Description
Inherited from object	
__class__	

13.5 Class Beam

object ──┐

weapon_module_WIP.Weapon ──┐

weapon_module_WIP.Beam
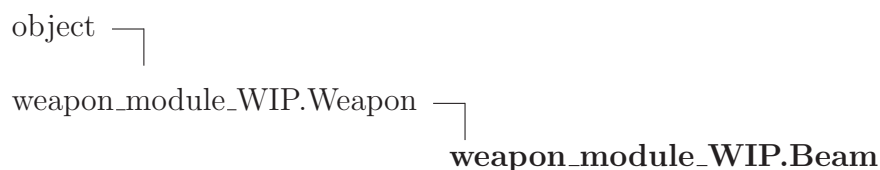
13.5.1 Methods

__**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__(), __getattribute__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

13.5.2 Properties

Name	Description
Inherited from object	
__class__	

13.6   Class Laser

object ¬

weapon_module_WIP.Weapon ¬

weapon_module_WIP.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)

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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__(), __getattribute__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

13.6.2   Properties

Name	Description
Inherited from object	
__class__	

13.7   Class Ion

object ¬

weapon_module_WIP.Weapon ¬

weapon_module_WIP.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__(), __getattribute__(), __hash__(), __new__(), __reduce__(), __reduce_ex__(), __setattr__(), __sizeof__(), __str__(), __subclasshook__()

13.7.2 Properties

Name	Description
Inherited from object	
__class__	

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