interface Tank.Operations.IMovable  
{  
Vector getPosition();  
Vector setPosition(Vector newValue);  
Vector getVelocity();  
}

class AutoGenerated.MovableAdapter: Tank.Operations.IMovable  
{  
UObject obj;  
public MovableAdapter(UObject obj)  
{  
this.obj = obj;  
}  
public Vector getPosition()  
{  
return IoC.Resolve("Tank.Operations.IMovable:position.get", obj);  
}  
public Vector getVelocity()  
{  
return IoC.Resolve("Tank.Operations.IMovable:velocity.get", obj);  
}  
public Vector setPosition(Vector newValue)  
{  
return IoC.Resolve("Tank.Operations.IMovable:position.set", obj, newValue);  
}  
}