



1 – readInt, readString, writeString, writeString
 2 – getRegistry
 3 – instantiate, lookup
 4 - instantiate, start, join
 5 - increment, update, instantiate, clone
 6 - 9 - instantiate
 10 -setAP2_reset, setAP1_reset, setAP1_pos, setAP2_pos, setAP2_canvas, setAP1_canvas, setThiefState, setThiefDisplacement
 11 - crawlIn, crawlOut, getRoomDistance, waitMyTurn, getGroupPosition
 12 - flagEmptyRoom, handACanvas, getAssaultRoom,
 13 - flagArrival, reverseDirection atARoom, prepareExcursion, getThiefGroup, amINeeded, getBusyThief, getThiefSate, imReady, getagility,