



1 – readInt, readString, writeString, writeString
 2 – getSecurityManager, setSecurityManager
 3 – exportObject

4 – getRegistry
 5 – instantiate, bind
 6 – instantiate
 7 - instantiate, locate
 8- instantiate
 9 - increment, update, clone, instantiate
 10 - jgetPosition , joinAssaultParty, crawlIn, crawlOut, getRoomDistance, rollACanvas, waitMyTurn
 11 - setAP2_pos_id_canvas, setAP1_pos_id_canvas
 setThiefState, setAP1_pos, setAP2_pos
 12 - getMuseumRoomDistance, rollACanvas
 13 - createAssaultParty, getPosition, destroyAssaultParty
 joinAssaultParty, crawlIn, crawlOut, getRoomDistance, rollACanvas, waitMyTurn, signalShutdown