



- 1 – instantiate
- 2 – instantiate, start, join
- 3 – proceedToPaddock, makeAMove
- 4 – proceedToPaddock, sleepAtThePaddock, proceedToStartLine
- 5 – setHorseJockeyInitialState
- 6 – proceedToStartLine, makeAMove, hasRaceEnded
- 7 – proceedToStable, proceedToStableFinal
- 8 – getSettings, shutdown
- 9 – instantiate, lookup
- 10 – readInString, writeString, writeInString, readInInt
- 11 – getRegistry