



- 1 – readInString, writeString, writeInString, readInInt
- 2 – getSecurityManager, setSecurityManager
- 3 – exportObject
- 4 – getRegistry
- 5 – instantiate, locate
- 6 – instantiate, bind
- 7 – instantiate
- 8 – instantiate, shutdown
- 9 – setBrokerState, setRaceNumber, setDistanceInRace, setMoneyAmount, setSpectatorState, setSpectatorInitialState, setSpectatorBet, setHorseJockeyState, setHorseJockeyInitialState, setHorseJockeyMove, setHorseJockeyStands, getSettings, shutdown
- 10 – execute