



- 1 – instantiate
- 2 – instantiate, start, join
- 3 – placeABet, goCollectTheGains
- 4 – waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit
- 5 – setSpectatorInitialState
- 6 – goCheckHorses, appraisingHorses
- 7 – getSettings, shutdown
- 8 – instantiate, lookup
- 9 – readInString, writeString, writeInString, readInInt
- 10 – getRegistry