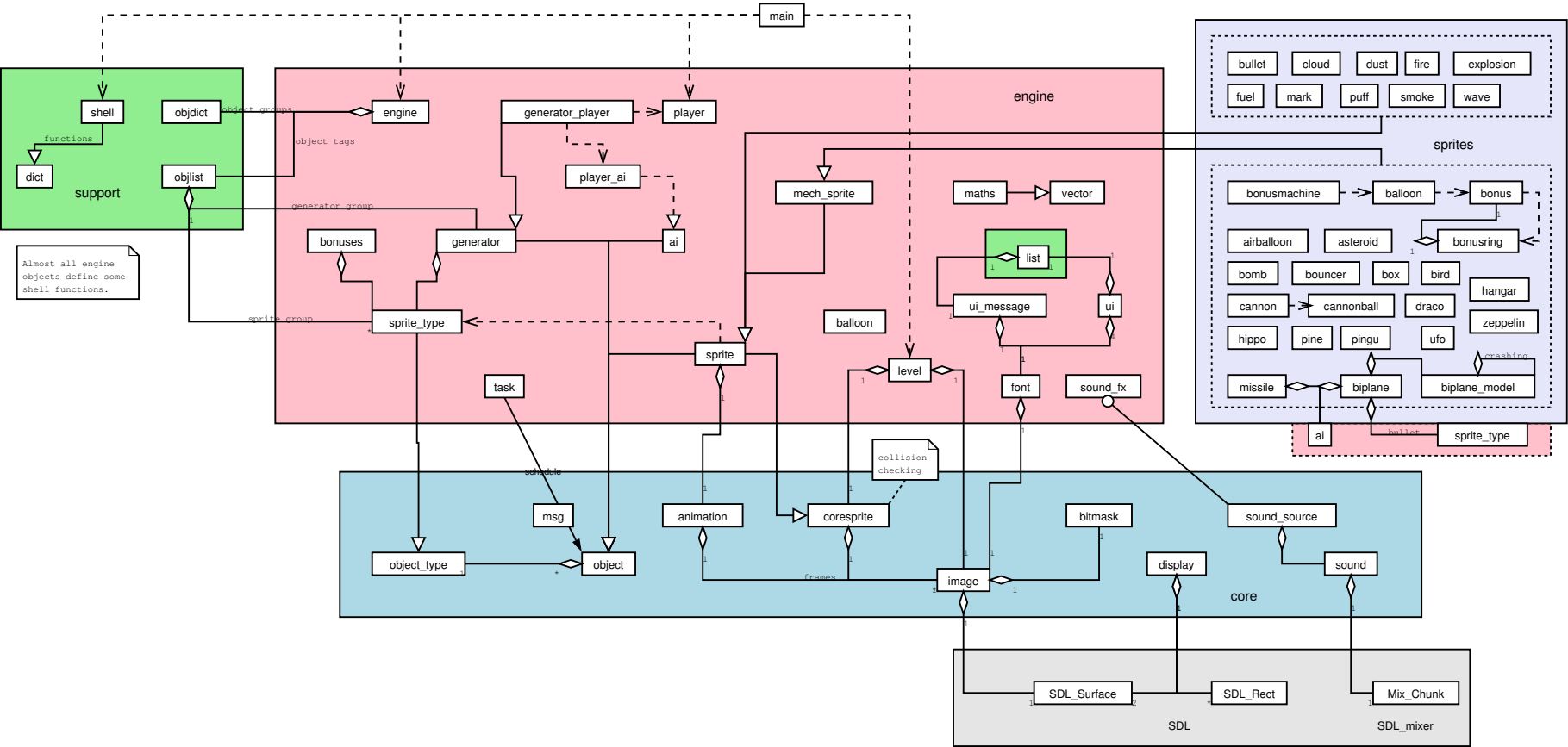
main
support
shell
objdict
functions
dict
objlist
object groups
object tags
generator group
sprite group
Almost all engine objects define some shell functions.
engine
engine
generator_player
player
player_ai
bonuses
generator
ai
sprite_type
sprite
task
schedule
mech_sprite
maths
vector
list
ui_message
ui
balloon
level
font
sound_fx
collision checking
sprites
bullet
cloud
dust
fire
explosion
fuel
mark
puff
smoke
wave
bonusmachine
balloon
bonus
airballoon
asteroid
bonusring
bomb
bouncer
box
bird
hangar
cannon
cannonball
draco
zeppelin
hippo
pine
pingu
ufo
crashing
missile
biplane
biplane_model
ai
bullet
sprite_type
core
msg
object_type
object
animation
frames
coresprite
image
bitmask
display
sound_source
sound
SDL
SDL_Surface
SDL_Rect
SDL_mixer
Mix_Chunk