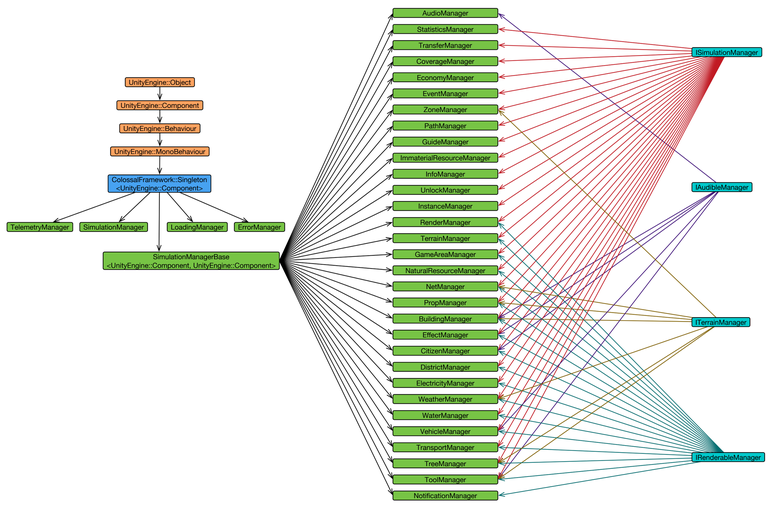
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UnityEngine::MonoBehaviour
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SimulationManager
LoadingManager
ErrorManager
SimulationManagerBase<UnityEngine::Component, UnityEngine::Component>
AudioManager
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TransferManager
CoverageManager
EconomyManager
EventManager
ZoneManager
PathManager
GuideManager
ImmaterialResourceManager
InfoManager
UnlockManager
InstanceManager
RenderManager
TerrainManager
GameAreaManager
NaturalResourceManager
NetManager
PropManager
BuildingManager
EffectManager
CitizenManager
DistrictManager
ElectricityManager
WeatherManager
WaterManager
VehicleManager
TransportManager
TreeManager
ToolManager
NotificationManager
ISimulationManager
IAudioMixerManager
ITerrainManager
IRenderableManager

DistrictConsumptionData
DistrictSpecializationData
DistrictSubCultureData
DistrictPrivateData
DistrictPopulationData
DistrictProductionData
DistrictTouristData
DistrictUsageData
DistrictResourceData
DistrictEducationData
DistrictGroundData
DrawCallData
DistrictAgeData
EventData
LightData
RenderInstanceData
TransportPassengerData
NetNode
NetLane
NetSegment
PathUnit
TransportLine
Building
IBuildingDecoration
Vehicle
VehicleParked
CitizenUnit
CitizenInstance
Citizen
DistrictPolicies
District
DistrictStyle
WaterSource
TerrainPatch
TransportPatch
ZoneBlock
TerrainModify
TerrainMesh
TerrainArea
OptionPanelExtension
Notification
AreaTexture
NotificationEvent
RenderGroup
SteamController
AudioGroup
StatisticType
ModInfo
LoadingProfiler
LocaleID
TreeInstance
GuideInfo
LogChannel
PropInstance
InstanceType
HelperExtensions
SteamHelper
SaveHelper
WorkshopHelper
PackageHelper
StylesHelper
PluginHelper
PrefabCollection<PrefabInfo>
AssetImporterTextureLoader
AssetImporterThumbnails
DefaultSettings
RuntimeMeshUtils
ColorUtils
StringUtils
Settings
BuildConfig
LocaleFormatter
ThreadProfiler
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FixedVector3D
FastList<T>
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Array16<T>
Array8<T>
FixedBounds3D
FixedMath
DecorationMesh
ValueStorage
ImprovedPerlinNoise
SearchTexture

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ICities::UIHelperBase
ICities::IApplication
ICities::IMilestones
ICities::IThreading
ICities::IManagers
ICities::IEconomy
ICities::IDemand
ICities::ILevelUp
ICities::ILoading
ICities::IChirper
ICities::ITerrain
ICities::IAreas
SerializableDataWrapper
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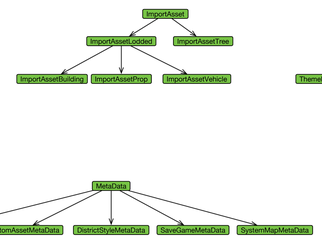
LoadingWrapper
ChirperWrapper
TerrainWrapper
AreasWrapper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ImportAssetProp
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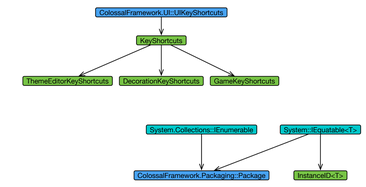
ColorCorrectionMetaData
CustomAssetMetaData
DistrictStyleMetaData
SaveGameMetaData
SystemMapMetaData


ColossalFramework.UI::UIKeyShortcuts
KeyShortcuts
ThemeEditorKeyShortcuts
DecorationKeyShortcuts
GameKeyShortcuts
System.Collections::IEnumerable
System::IEquatable<T>
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InstanceID<T>
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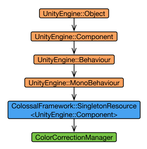
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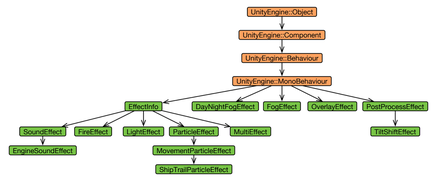
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UnityEngine::Behaviour
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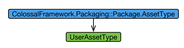
OverlayEffect
PostProcessEffect
SoundEffect
FireEffect
LightEffect
ParticleEffect
MultiEffect
TiltShiftEffect
EngineSoundEffect
MovementParticleEffect
ShipTrailParticleEffect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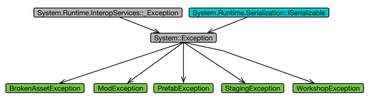
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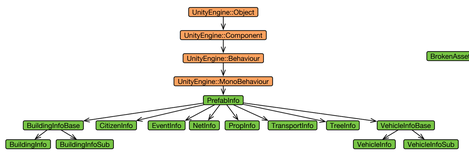
ModException
PrefabException
StagingException
WorkshopException


UnityEngine::Object
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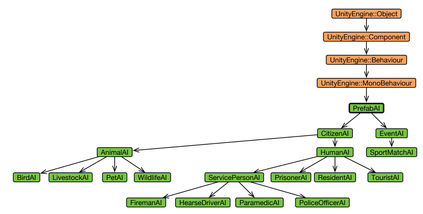
VehicleInfo
VehicleInfoSub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HumanAI
SportMatchAI
BirdAI
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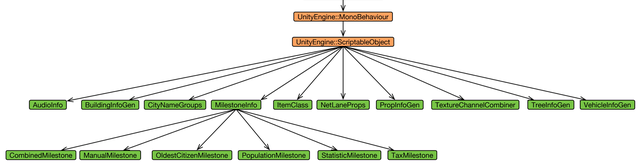
WildlifeAI
ServicePersonAI
PrisonerAI
ResidentAI
TouristAI
FiremanAI
HearseDriverAI
ParamedicAI
PoliceOfficerAI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UnityEngine::MonoBehaviour
UnityEngine::ScriptableObject
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MilestoneInfo
ItemClass
NetLaneProps
PropInfoGen
TextureChannelCombiner
TreeInfoGen
VehicleInfoGen
CombinedMilestone
ManualMilestone
OldestCitizenMilestone
PopulationMilestone
StatisticMilestone
TaxMilestone

UnityEngine::Object
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UnityEngine::Behaviour
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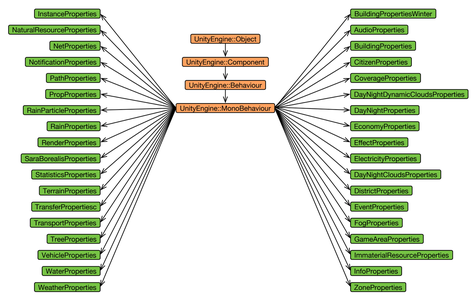
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UnityEngine::MonoBehaviour
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PropProperties
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RenderProperties
SarsBorealisProperties
StatisticsProperties
TerrainProperties
TransferProperties
TransportProperties
TreeProperties
VehicleProperties
WaterProperties
WeatherProperties
BuildingPropertiesWinter
AudioProperties
BuildingProperties
CitizenProperties
CoverageProperties
DayNightDynamicCloudsProperties
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FogProperties
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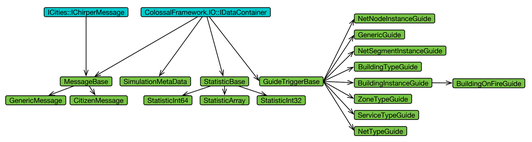
InfoProperties
ZoneProperties


ICities::IChirperMessage
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SimulationMetaData
StatisticBase
GuideTriggerBase
GenericMessage
CitizenMessage
StatisticInt64
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GenericGuide
NetSegmentInstanceGuide
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ZoneTypeGuide
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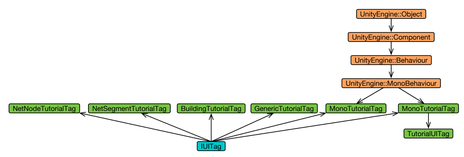
NetTypeGuide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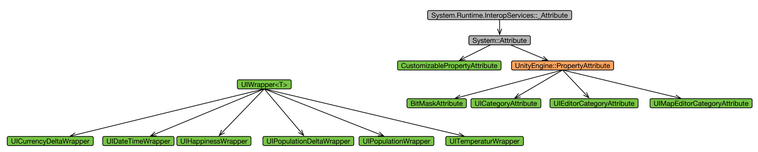
System.Runtime.InteropServices::_Attribute
System::Attribute
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BitMaskAttribute
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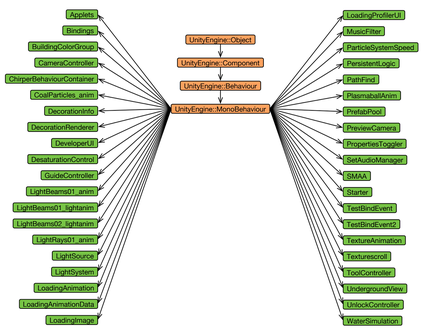
UnityEngine::Object
UnityEngine::Component
UnityEngine::Behaviour
UnityEngine::MonoBehaviour
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Bindings
BuildingColorGroup
CameraController
ChirperBehaviourContainer
CoalParticles_anim
DecorationInfo
DecorationRenderer
DeveloperUI
DesaturationControl
GuideController
LightBeams01_anim
LightBeams01_lightanim
LightBeams02_lightanim
LightRays01_anim
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LoadingAnimationData
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LoadingProfilerUI
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PersistentLogic
PathFind
PlasmaballAnim
PrefabPool
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SMAA
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ToolController
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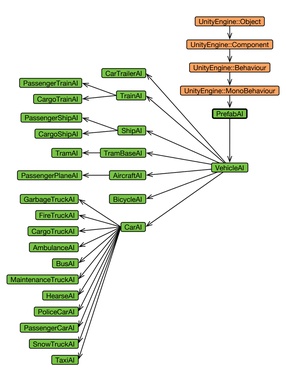
UnlockController
WaterSimulation


UnityEngine::Object
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PassengerTrainAI
TrainAI
CargoTrainAI
PassengerShipAI
ShipAI
CargoShipAI
TramAI
TramBaseAI
PassengerPlaneAI
AircraftAI
BicycleAI
GarbageTruckAI
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HearseAI
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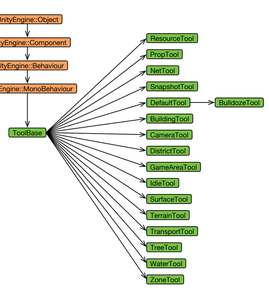
PassengerCarAI
SnowTruckAI
TaxiAI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NetTool
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WaterTool
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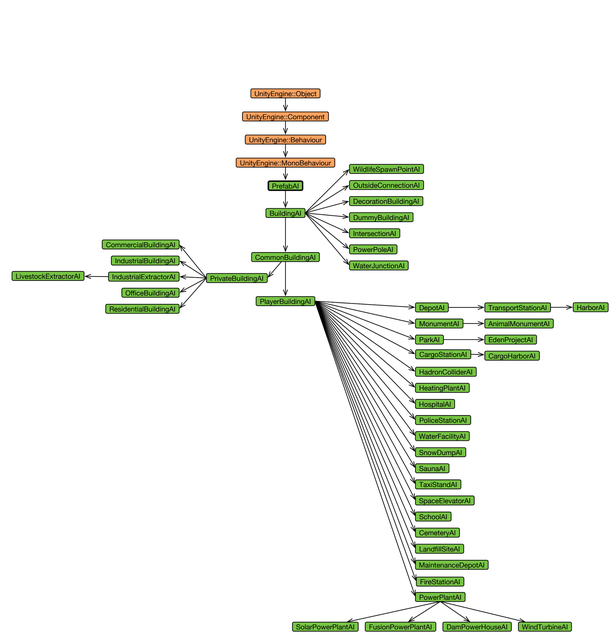
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IntersectionAI
PowerPoleAI
WaterJunctionAI
CommonBuildingAI
PrivateBuildingAI
CommercialBuildingAI
IndustrialBuildingAI
IndustrialExtractorAI
LivestockExtractorAI
OfficeBuildingAI
ResidentialBuildingAI
PlayerBuildingAI
DepotAI
TransportStationAI
HarborAI
MonumentAI
AnimalMonumentAI
ParkAI
EdenProjectAI
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SpaceElevatorAI
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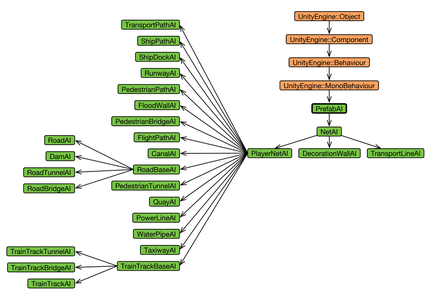
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ShipDockAI
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FloodWallAI
PedestrianBridgeAI
FlightPathAI
CanalAI
RoadBaseAI
PedestrianTunnelAI
QuayAI
PowerLineAI
WaterPipeAI
TaxiwayAI
TrainTrackBaseAI
RoadAI
DamAI
RoadTunnelAI
RoadBridgeAI
TrainTrackTunnelAI
TrainTrackBridgeAI
TrainTrackAI
PlayerNetAI
DecorationWallAI
TransportLineAI