

Player include Scopes::Player

.defs	.only_defs
.mids	.only_mids
.rucks	.only_fwds
.defs_and_mids	.mids_and_rucks
.defs_rucks	.mids_and_fwds
.defs_fwds	.rucks_and_fwds

Player#instance_methods

def?	mid?
ruck?	fwd?
short_name	positions

Player#im (EnsurePlayerMatchStatsLoaded)

#season_current_round	11
#season_played_games	10
#season_prices	[994000, 1001000, 1031000, 1044000, 1056000, 1052000, 1034000, 1022000, 1004000, 999000, 990000]
#season_prices(round: 1)	994000
#season_prices(round: 6..10)	[1052000, 1034000, 1022000, 1004000, 999000]
#season_prices_current	990000
#season_prices_current_change	#season_prices_total_change
#season_prices_high	#season_prices_low
#season_prices_high_round	#season_prices_low_round
#season_prices_high_opposition	#season_prices_low_opposition
#season_prices_largest_increase?	#season_prices_largest_decrease?
#season_prices_current_increase?	#season_prices_current_decrease?

if !EnsurePlayerMatchStatsLoaded

match_stats association must be preloaded to avoid N+1 query problems. Use the '.with_match_stats' scope.



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Not published yet.
Last updated 26th May, 2023.
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