

PersonnagesManager

- + __construct()
- + add()
- + count()
- + exists()
- + get_id_team()
- + get()
- + get_base_perso()
- + getListCheat()
- + getList()
- + getList_up()
- + delete()
- + sup_team()
- + update_team()
- + update()
- + setDb()