Main - pathClass : Map - frames : Int + stage : pixi.core.display.Container + renderer : pixi.core.renderers.webgl.WebGLRenderer - instance : Main - configPath : String - FPS : UInt + destroy (): Void - render (): Void - forceImport (): Void + getPath (pClassName : String) : String + resize (?pEvent : pixi.interaction.EventTarget) : Void - gameLoop (): Void - onLoadComplete (pLoader : com.isartdigital.utils.loader.GameLoader) : Void - onLoadProgress (pLoader : com.isartdigital.utils.loader.GameLoader) : Void - loadAssets (): Void - preloadAssets (pLoader: pixi.loaders.Loader): Void + getInstance (): Main - main (): Void

eventemitter3.EventEmitter

Package: com.isartdigital.perle