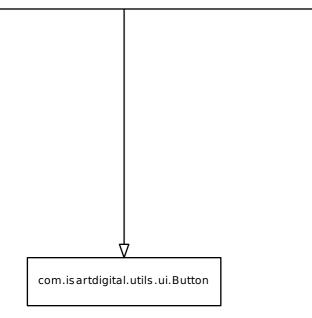
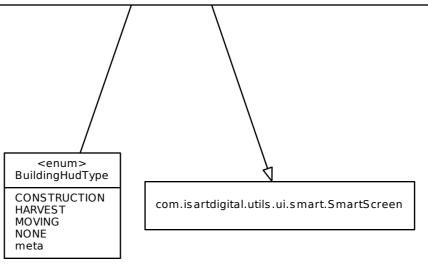
ButtonRegion

- regionType : com.isartdigital.perle.game.managers.RegionType
- worldMapPos : pixi.core.math.Point
- firstCasePos : pixi.core.math.Point



Hud

- containerBuildingHud : pixi.core.display.Container
- currentBuildingHud : BuildingHudType
- instance : Hud
- + destroy (): Void
- + addToContainer () : Void
- + removeToContainer () : Void
- setTextValues (pContainerName : String, pTextName : String, pValue : Float, ?pMax : Float) : Void
- + setAllTextValues (value : Float, isLevel : Bool, ?type : com.isartdigital.perle.game.managers.GeneratorType, ?pMax : Float) : Void
- onClickListIntern () : Void
- onClickTribunal () : Void
- onClickShop () : Void
- + onClickBuilding (pCurrentState : com.isartdigital.perle.game.virtual.VBuildingState, pVBuilding : com.isartdigital.perle.game.virtual.VBuilding) : Void
- addListeners (): Void
- + hideBuildingHud () : Void
- + changeBuildingHud (pNewBuildingHud : BuildingHudType, ?pVBuilding : com.isartdigital.perle.game.virtual.VBuilding) : Void
- + getInstance (): Hud



Package: com.isartdigital.perle.ui.hud