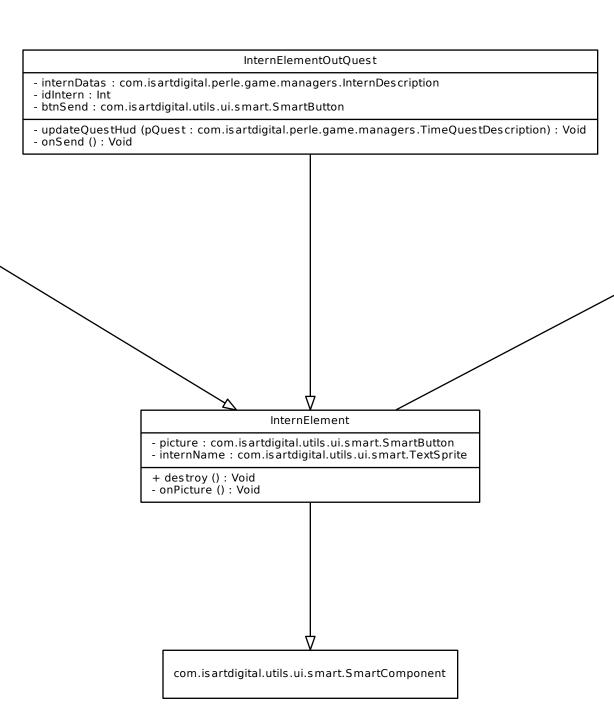
InternElementInQuest

- + loop : haxe.Timer
- intern : com.isartdigital.perle.game.managers.InternDescription
- quest : com.isartdigital.perle.game.managers.TimeQuestDescription
- questGaugeLenght : Float
- questGauge : com.isartdigital.utils.ui.smart.SmartComponent timeEvent : com.isartdigital.utils.ui.smart.TextSprite
- eventCursor3 : com.isartdigital.utils.ui.smart.UlSprite
- eventCursor2 : com.isartdigital.utils.ui.smart.UISprite
- eventCursor1 : com.isartdigital.utils.ui.smart.UISprite
- + heroCursorStartPosition : pixi.core.math.Point
- + heroCursor2 : com.isartdigital.utils.ui.smart.UISprite
- + heroCursor : com.isartdigital.utils.ui.smart.UISprite
- questTime : com.isartdigital.utils.ui.smart.SmartComponent btnAccelerate : com.isartdigital.utils.ui.smart.SmartButton
- + progressIndex : Int
- + eventCursorsArray : Array<com.isartdigital.utils.ui.smart.UISprite>
- + canPushNewScreen: Bool
- endQuest (pQuest : com.isartdigital.perle.game.managers.TimeQuestDescription) : Void progressCursorLoop () : Void
- onAccelerate () : Void
- addListeners (): Void
- setOnSpawn (pDesc : com.isartdigital.perle.game.managers.InternDescription) : Void
- getComponents () : Void



ListInternPopin - internDescriptionArray : Array<InternElement> - btnRight : com.isartdigital.utils.ui.smart.SmartButton - btnLeft : com.isartdigital.utils.ui.smart.SmartButton - btnClose : com.isartdigital.utils.ui.smart.SmartButton - instance : ListInternPopin + destroy (): Void + onClose (): Void - onRight (): Void - onLeft () : Void - destroySpawner (spawner : com.isartdigital.utils.ui.smart.UISprite) : Void - spawnInternDescription (spawnerName : String, pDesc : com.isartdigital.perle.game.managers.InternDescription) : Void + getInstance () : ListInternPopin com.isartdigital.utils.ui.smart.SmartPopin

Package: com.isartdigital.perle.ui.popin.listIntern