VButtonProduction

- generatorIsNotEmpty : Bool
- myBtn : com.isartdigital.perle.ui.contextual.sprites.ButtonProduction
- resourceType : com.isartdigital.perle.game.managers.GeneratorType
- refBuilding : Int
- myGeneratorDesc : com.isartdigital.perle.game.managers.GeneratorDescription

---

+ destroy () : Void
+ desactivate () : Void
+ activate () : Void
- addGraphic () : Void
- shouldBeHidden () : Bool
- shoulBeVisible () : Bool
- onGeneratorEvent (data : Dynamic) : Void

VSmartComponent

- myVHudContextual : com.isartdigital.perle.ui.contextual.VHudContextual

---

+ init (pVHud : com.isartdigital.perle.ui.contextual.VHudContextual) : Void

com.isartdigital.perle.game.virtual.Virtual

Package: com.isartdigital.perle.ui.contextual.virtual