<typedef> Dialogue

npc text : String npc: String

DialogueUI

- npc speach : com.isartdigital.utils.ui.smart.TextSprite
- npc name : com.isartdigital.utils.ui.smart.TextSprite
- btnNext : com.isartdigital.utils.ui.smart.SmartButton - instance : DialogueUl
- + INpc dialogue ftue : Array<Array>
- + firstToSpeak : String + numberOfDialogue : Int
- + actualDialogue : Int
- + destroy (): Void
- changeAlpha (pName : String) : Void
- + createText (): Void
- onClickNext (): Void
- setWireframe (): Void
- closeFtue (): Void
- + getInstance (): DialogueUI

com.isartdigital.utils.ui.smart.SmartScreen

Package: com.isartdigital.perle.ui.hud.dialogue