VHouse

- valuesWin : Array<Float>
- maxResources : Array<Float>
- mapMaxPopulation : Map
- myPopulation : com.isartdigital.perle.game.managers.Population

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+ destroy () : Void
+ onPopulationChanged (pPopulation : Dynamic) : Void
+ getPopulation () : com.isartdigital.perle.game.managers.Population
+ updatePopulation (?pQuantity : Int, ?pMax : Int) : Void
- addGenerator () : Void
- addPopulation (pMax : Int) : Void

VVirtuesBuilding

VBuildingUpgrade

+ indexLevel : Int
+ UpgradeMaterialsValuesList : Array<String>
+ UpgradeGoldValuesList : Array<String>
- UpgradeAssetsList : Array<String>

+ getLevel () : Int
+ canUpgrade () : Bool
+ onClickUpgrade () : Void

VDeco

VTribunal

- instance : VTribunal

+ setCameraPos () : Void
+ getByBoat (quantity : Int) : Void
+ getInstance (?pDesc : com.isartdigital.perle.game.managers.TileDescription) : VTribunal

VUrbanHouse

VAltar

- elementHell : Array<Int>
- elementHeaven : Array<Int>
- alignmentEffect : com.isartdigital.perle.game.managers.Alignment
- ZONESIZE : Int

- haveMoreBoost (?data : Dynamic) : Void
- addToCorrectArray (pRef : Int, pType : com.isartdigital.perle.game.managers.Alignment) : Void
- onBuildingToAdd (pData : com.isartdigital.perle.game.managers.BoostInfo) : Void
- checkInZoneByAlignment (pType : com.isartdigital.perle.game.managers.Alignment) : Void
- checkInZone () : Void

com.isartdigital.perle.game.virtual.VBuilding

Package: com.isartdigital.perle.game.virtual.vBuilding